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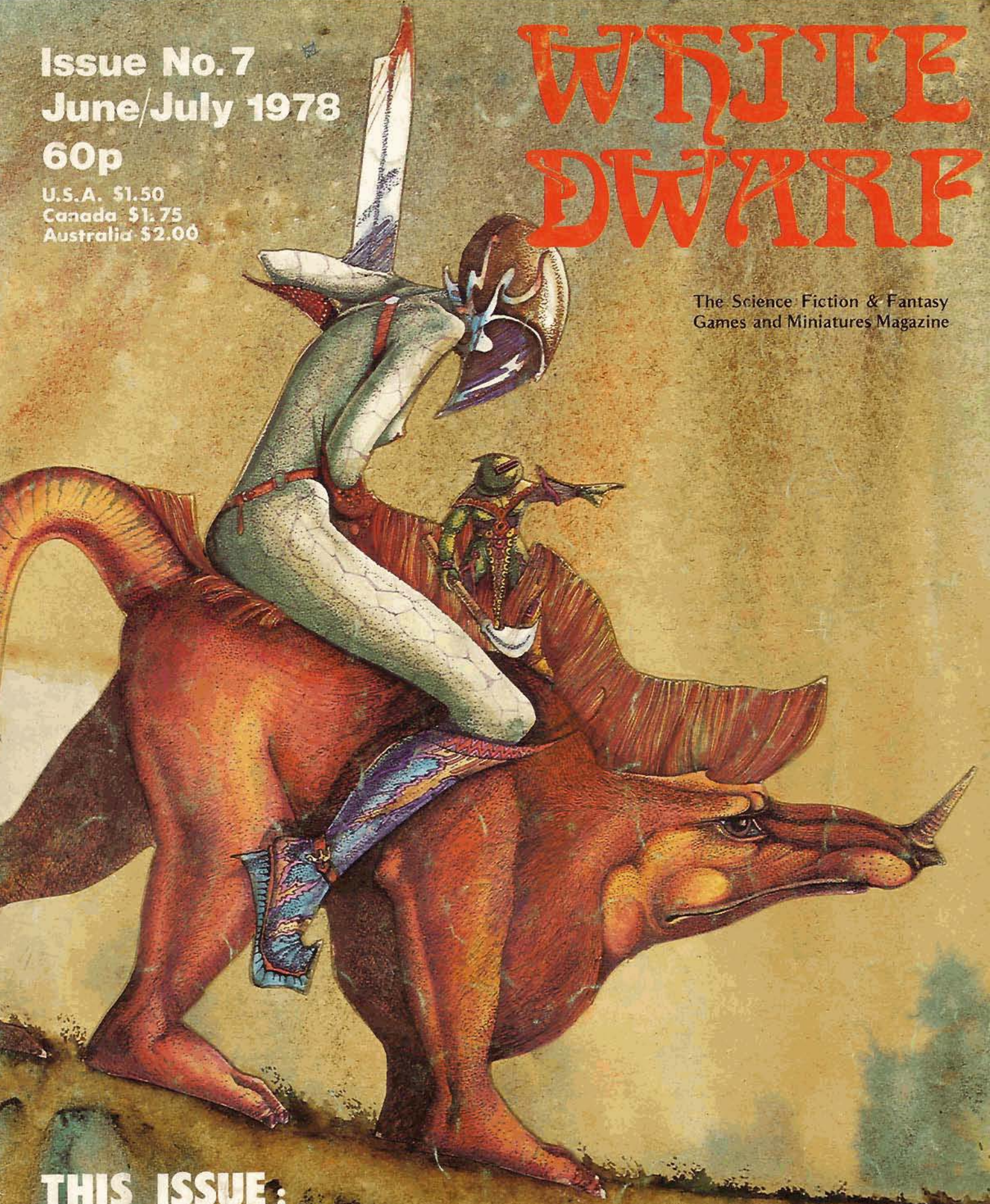

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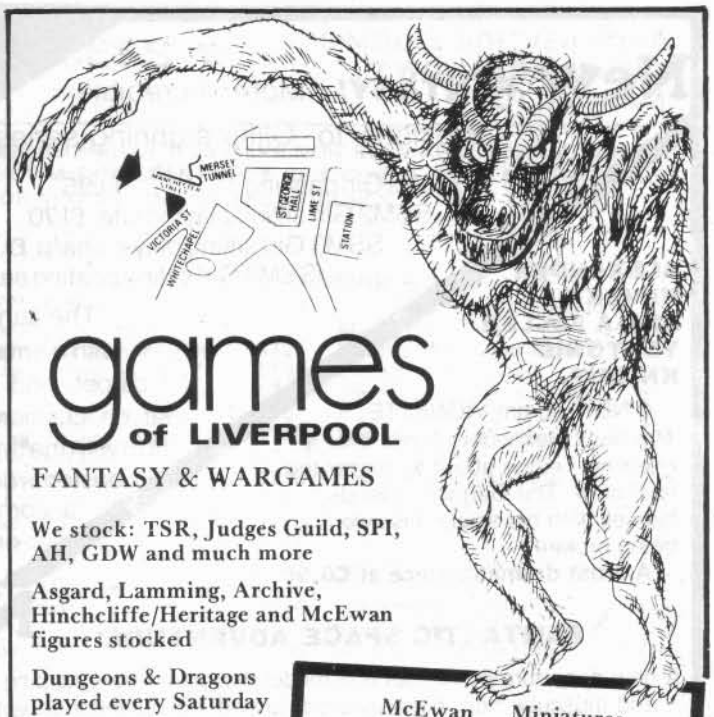

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Besides the colour cover, you will also have noticed that there is an increase in the number of pages this issue although this is caused by additional advertising. As with every specialist hobby, we believe that advertisements are an integral part of the hobby magazine as they help to make people aware of new products and developments. Remember, not everybody has the luxury of a games shop within a mile or two of his home. Anyway, we hope many of you will take advantage of the mail order services provided by these companies and support those who make our hobby possible.

So, we have changed the cover, increased the number of advertisements, but what about the articles? We like to think that we have achieved a reasonable balance in article subject and content, but no doubt some of you feel otherwise. We have, therefore, included on page 23 of this issue a questionnaire for you to express your views. Please make the effort to send this back to us.

Well, *White Dwarf* is one year old today and we look forward to many more birthdays. Thanks again for your support.

Ian Livingstone

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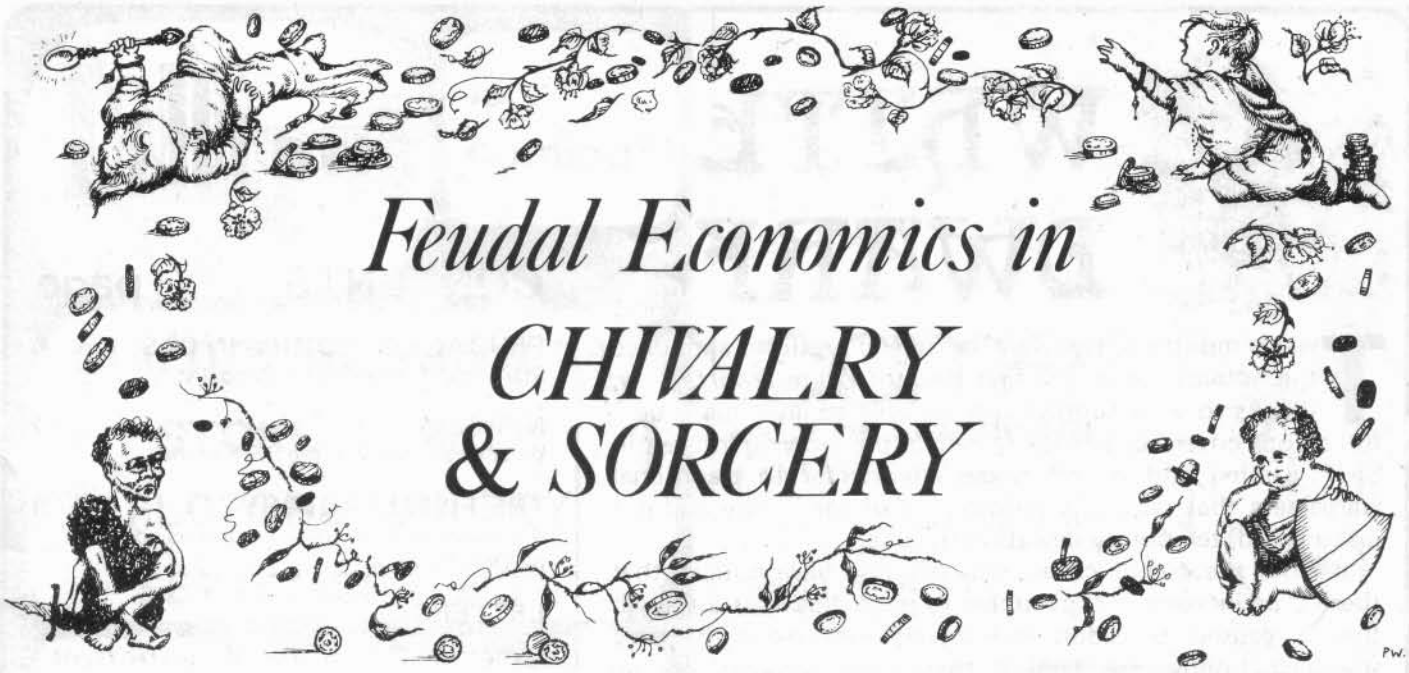


Feudal Economics in CHIVALRY & SORCERY

by Ed Simbalist

When we wrote *Chivalry & Sorcery*, the full scope of feudal economics in our campaign was only beginning to make itself felt. No sooner had the manuscript gone to press than we found ourselves innovating and proceeding far beyond the rules as we first conceived them.

Starting Off

C&S did not present a detailed picture of the economic status of characters beginning their careers because we felt that individual groups of players would evolve their own club conventions on the matter, and also because we felt that characters should "take service" with some lord or master who would provide pay, food, clothing and shelter. However, it is clear from our correspondence that some players and commentators view this as a "hole" in the rules. The following system is therefore presented to gainsay any feelings that characters seem to begin with "zero funds." To my surprise, no sooner had I completed my manuscript copy than I received a copy of *Alarums & Excursions* which contained Lee Gold's excellent attempt to rectify the whole question. My thanks to Lee and also my acknowledgement of several twists which I incorporated into the revision which followed upon reading that article.

1. A character's social class is initially determined by his father's status. If a character is an unacknowledged bastard, find his mother's status. If he remains a bastard, he was abandoned on the local church steps to be raised by some family chosen by the priest. His social status largely establishes his Basic Influence Factor (BIF, see C&S p 10-11) and affects his ability to obtain "favour" of men able to further his ambitions.

2. A character's social class and his status in the family will determine his initial resources. Below are listed three categories of family status. Depending upon the social class of a character, he will have a basic percentage chance of receiving each of the benefits listed under "Good Child," "Creditable Child," or "Black Sheep."

Serf's Son:	20% chance
Yeoman in Livery's Son:	40% chance
Yeoman Freedholder's Son:	50% chance
Yeoman Petit Sergeant's Son:	65% chance
Townsman's Son:	50% chance
Master Townsman's Son:	65% chance
Craft Guildsman's Son:	60% chance
Master Craft Guildsman's Son:	70% chance
Professional Guildsman's Son:	65% chance
Master Professional Guildsman's Son:	75% chance
Guild Syndic's or Guildmaster's Son:	80% chance
Knight's Son:	75% chance
Baron's Son:	80% chance
Titled Noble's Son:	85% chance
Royal Son:	90% chance

If a character is a daughter, her chances are 1-10% lower than a son's. If a character is an acknowledged bastard, chances are 1-10% lower than legitimate children's. First sons enjoy a 1-10% better chance than other sons. Finally, whether or not a character's horoscope (C&S p 80) is well aspected, neutral, or poorly aspected will alter the basic chance of receiving benefits:

Well Aspected (1-33):	+5%
Neutral (34-67):	no effect
Poorly Aspected (68-00):	-5%

3. A *Good Child* enjoys the maximum benefits of his/her family's financial resources and influence. Parents will use all of their influence to obtain him/her a vocation or marriage that is appropriate and filled with good prospects. Preference will be given to the father's calling if he is a Master (owns his own business or farm) or is of Noble or Knightly rank. Determine the parent's NPC level and BIF (roll a D10 for experience level + age of eldest child, roll a D20 for Charisma, then compute BIF as outlined on p 11 of C&S). Under the direction of the Games Master, the parent then may approach desired Masters or Lords or parents of prospective spouses and act accordingly.

A Good Child also has a chance at the following finances and equipment:

a. Money equal to one month's income (30 days) of Father + a monthly allowance equal to 1 day of Father's income (C&S p 13). If not received, a Good Child receives a Creditable Child's allottment (see below). (Serfs will have an average daily income of 5CP + 1D20CP, 73SP-365SP per year, in addition to the "living" of the family).
b. If a male, a Good Child receives one weapon (unmagical) appropriate to his class if a yeoman or townsman, two weapons if a Sergeant's son or Guildsman's son, and three weapons if of Knightly or Noble birth. Girls may aspire to a fighter's status, but no encouragement is given by the family, which prefers that girls marry and settle down to a "respectable" wifely role. (Sorry for the chauvinism, but that's the way of it!)
c. If a male, a Good Child receives one item of armour plus an appropriate piece of headgear. Peasants have no armour. Yeomen and Townsmen may receive soft or hard leather. Petit-Sergeants and Guildsmen may receive a brigantine (1-60) or a chain shirt (61-00). Nobles will provide a chain shirt, chain coif, norman helm, and shield to their sons.

d. A Good Child is provided with a new suit of clothes appropriate to the family's social standing. Girls may have a wardrobe equal to 1 month's income of Father if of Guild or Noble status in addition to a new outfit. Children not so outfitted will have clothes up to 50 months old (roll 100/2). Clothes more than 3 years old are becoming quite ragged.
e. First and second sons of Master Guildsmen, Knights, and Nobles may receive a horse. Guildsmen roll D6 for type of horse (C&S p 20), Knight's sons roll 2D6+1, and Titled Noble's sons roll 3D6. Royal sons (all of them) roll 3D6, with results under 10 = 10.
f. A girl, if the eldest, receives a dowry of 7-12 weeks (49-84 days) of Father's income. Other daughters receive a dowry equal to 1 month of Father's income.

4. A *Creditable Child* also enjoys the maximum benefits of his/her family's financial resources, but only 1/2 of the parent's BIF when obtaining a suitable vocation or marriage. In addition he/she may look forward to:

a. Money equal to 5D6 of Father's daily income + a monthly allowance equal to 1 day of Father's income for the first year the character is on his/her own. If not received, character is given 3D6 of Father's daily income.
b. If a male, a Creditable Child receives one weapon appropriate to his class.
c. A Creditable Child receives a suit of clothes 6-36 months old. Children not so outfitted will have clothes up to 50 months old.
d. A girl will receive a dowry equal to 1 month of Father's income.

5. A *Black Sheep* is firmly shown the door and is bidden "never to darken this house again" with his/her presence. The family will do nothing to exert its influence on the character's behalf.

a. Money equal to 7 day's of Father's income is *stolen* by the Black Sheep before he/she leaves. One week's food is also taken.
b. The Black Sheep has a suit of clothes up to 50 months old.
c. Sons or Daughters of Guildsmen and Nobles are paid a monthly allowance of 1 day of Father's income to *stay away*. The allowance ends forever if the child returns to the region. (Black Sheep of rank are "remittance men.")
d. Unless of noble rank, legitimate Black Sheep are disinherited and cannot succeed to their Father's titles or lands unless Royal Favour is obtained.

6. *Bastards* have very different prospects, depending upon whether they are acknowledged or unacknowledged. An acknowledged bastard has the same chances as a "Good" or "Creditable" child. If he is a "Black Sheep," however, he receives only what an unacknowledged bastard receives. An unacknowledged bastard resides with his mother, who is a "fallen woman." In the case of Nobles and Guildsmen, she has been quickly married off in an attempt to preserve her family's honour and reputation; the marriage is usually to a person of roughly comparable rank, but is not especially advantageous. In the case of mothers of lesser rank, they were cast from their homes in disgrace and make out as maidservants, beggars, thieves, or women of "ill-repute."

Unacknowledged bastards have a suit of clothes no less than 10 months old and up to 50 months old. They have managed to acquire by means which are, shall we say, quite disreputable 3D6 in silver (SP) and have stolen a dagger for a weapon. Such characters will find it difficult (-20% when using influence) to obtain a legitimate position with a Master or Lord, but will have a +20% chance of being accepted into the Thieves and Beggars Guild upon applying to the Guildmaster for admission.

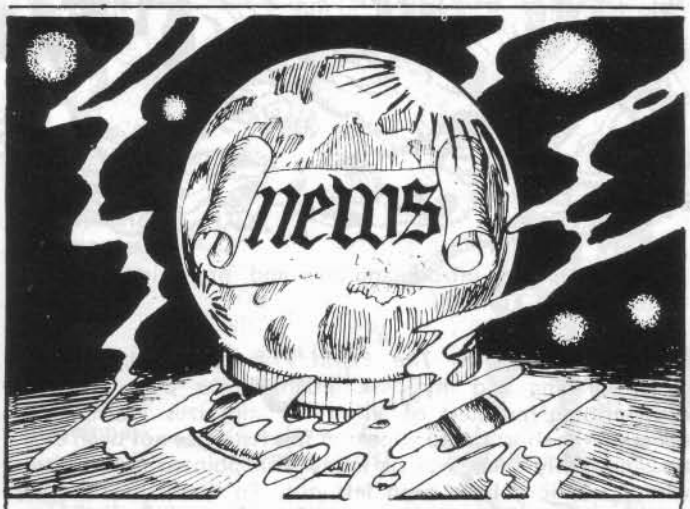
An acknowledged bastard is in "line of succession" to his father's estates and will inherit all titles, properties, etc., if all legitimate children are dead – provided he is not a Black Sheep. An unacknowledged bastard inherits nothing, unless his mother has had no legitimate children.

Inheritance

In feudal society, the eldest surviving male inherited the bulk of the father's estates and also his titles, if any. Other legitimate or acknowledged offspring will share in 10% of the money value of the estate. Daughters inherit only when males are all dead.

In C&S (p 9), the typical estate contains money and saleable "chattels" equal to 1 month of the deceased's income plus 10%-100% of 1 year's income. The inheritor of the estate receives 90% of this, the remaining 10% going to the other offspring. In addition, any lands, buildings, titles, etc., held by the deceased are now the inheritor's.

In the case of deceased characters who have acquired greater estates or who have lost portions of them as a result of game play, adjustments are made accordingly.



. . . a new science fiction role-playing game entitled **Starships & Spacemen** has just been released by *Fantasy Games Unlimited.* It is very well written and should be a popular alternative to Traveller. Also from FGU are **Castle Plans** which are floor plans designed for use in siege games of Chivalry & Sorcery in 25mm scale. Lastly there is **Broadsword** which is a set of miniatures rules for the early medieval period complete with game scenarios and troop breakdowns . . .

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. . . good news from *Judges Guild* is a reduction in the price of City State of the Invincible Overlord, a revised set of Ready Ref Sheets with extra material and the release of **The Thieves of the Fortress Badabaskor** which is a complete dungeon with rules on pits and traps . . .

. . . the **Monster Manual** in its hardback version published by *TSR* has now arrived in the UK prior to the release by *Games Workshop* of the soft cover version . . .

. . . at last an excellent set of science fiction miniatures rules are available. They are called **Space Marines** and are published by *FanTac Games* who also produce a board game of tactical space combat in the 21st century entitled **Orbit War** . . .

. . . there is good news for residents of the UK who admire the quality of American figures but cannot afford the high prices on imports. *Games Workshop* are now manufacturing *Ral Partha* figures under licence and twenty of the **Personalities and Things that go bump in the Night** have now been released. Also, *Asgard Miniatures* are manufacturing *McEwan Miniatures* under licence and these are being released almost weekly. A new company to the fantasy figures field are *Starcast Miniatures* who might well be accused of insufficient research before manufacture of some of their SF/F figures. Would you believe a seven-legged scorpion with a large nose and mouth to boot! The range is called **Fantasia** and the best point about it is its low cost . . .

. . . **Games Day IV** is to be held at Seymour Hall, Seymour Place, London W1 on Saturday 28 October 1978.

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

Initial response to *The Fiend Factory* has been most encouraging and my desk groans under piles of paper describing monsters of all shapes and sizes. The task of selecting the short-list to appear in this issue has not been easy, and inevitably there will be many disappointed contributors whose creations have been left out. To those, I would say 'please keep trying'; to judge from the volume of paper, we are never going to be short of contributions, but I have been asked to apply quite a rigorous 'sieve' and if your monster is going to get through it, it must have rather exceptional qualities.

I would suggest it is important and helpful to 'play' a newly-created monster before finalising its 'design'. If it turns out to be rather dull in play it is probably not worth submitting, even though it will remain a worthy occupant of your dungeon. Every dungeon needs a range of 'run of the mill' monsters, and not all monsters can be 'interesting'. However the *Factory* is concentrating on the 'interesting' ones, so exclusion of yours doesn't necessarily mean it's lousy or incomplete.

I have included one monster of my own design this month. It's nowhere near as good as many others I have seen, but it does behave in rather an asinine way and it is that particular quality which endears this monster to me. For I regard D&D – and indeed any game – not as an end in itself, but as a facilitator of enjoyment and companionship between friends of like disposition. If D&D ceases to fulfill such a function, I would abandon it; but so long as there are new and interesting ideas (which may be monsters, but may be other things) it will serve the purpose which I regard as most important.

Descend, then, ye lucky few!

NECROPHIDIUS (or Death Worm)

by Simon Tilbrook

No. appearing:	**1**
Armour class:	**2**
Movement:	**9"**
Hit Dice:	**2D8**
Treasure:	**Nil**
Attack:	**1 bite (1D8 plus paralisation) plus special**
Alignment:	**Neutral**
Monstermark:	**33.8 (=2½A) – level III in 12 levels**

This fearsome addition to the ranks of the Undead was first created by that most imaginative of experimenters, Karalkan (who was later to 'see the dark' and build the temple of the archdemon Kong). The animation spell is 6th level (optionally available as a 5th level anti-cleric spell) and produces one worm per level of Wizard above 11th (so a 15th level Wizard could create four worms). Each worm requires the intact vertebrae of a giant snake and a man-sized humanoid skull.

It is totally silent, immune to Sleep, Charm and mind-reading spells, immune to poison and never checks morale. It achieves surprise on a roll of 1–3 on D6 and if it is not itself surprised it will execute the 'Dance of Death' – a hypnotic, semi-magical swaying which rivets the attention and allows the worm to advance and attack without opposition. Save against magic required; failure means inability to act (treat as hypnosis).

The Necrophidius is created for one specific purpose and is therefore generally met as an assassin or guard – never as a wandering monster.

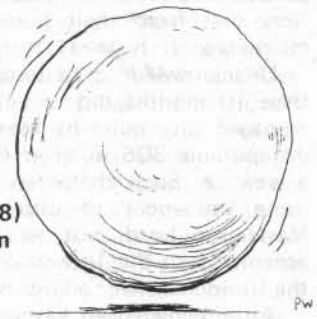
Its bite causes paralisation unless the victim makes his saving throw against magic (this is a magical effect, not a venom). It is treated as a Wight on the 'Clerics v Undead' matrix.

Comments: this is a nasty and interesting piece of work which presumably looks like the skeleton of a Guardian Naga (snake body, human head). The Dance of Death is a nice touch, as victims of snakes' hypnotic powers will attest; when I use this beast, victims will get one saving roll against the Dance, and if they fail they will be riveted to the spot until such time as the worm's gaze is distracted (e.g. by attack from another quarter). There are certainly more ways of making Undead nasty than simply allowing them to drain levels, and this is a good one.

ROVER

by Gary Ames

No. appearing:	**1**
Armour class:	**4**
Movement:	**18"**
Hit Dice:	**4D8**
Treasure:	**Nil**
Attack:	**1 'bounce' (1D8) plus suffocation**
Alignment:	**Neutral, or non-aligned**
Monstermark:	**27 (level III in 12 levels)**



Rovers (inspired by the amazing TV series *The Prisoner*) are true wanderers, often used by high-level characters as guardians of a set of passageways and/or hostages. They resemble 7' high balloons and travel by bouncing along. If they attack they will inflict 1D8 damage and will try to suffocate their enemies who

must save against poison to remain unaffected. Once a save is rolled there is no need to save again for three melee rounds, when the whole process starts again. If a victim is suffocated, a cumulative 1D4 damage per melee round is inflicted. Rovers may also strike to subdue, depending on the instructions they have been given.

Blunt weapons do no damage on these monsters. They will only attack when they have been instructed to do so, or guard when they have been ordered to guard.

Comments: an amusing image comes to my mind when considering how this beast could be employed, but I will wait until Greenlands adventurers meet it. One good reason for having a few spears handy in a dungeon 'set against bounce'.

LIVING WALL

by Neville White

No. appearing:	**as required**
Armour class:	**8**
Movement:	**3"**
Hit Dice:	**4D8**
Treasure:	**Special**
Attack:	**One attack 2D4 plus paralysis**
Alignment:	**Neutral or non-aligned**
Monstermark:	**18 (level II in 12 levels).**

This is a relative of the Gelatinous Cube, usually 10' x 10' x 5', and looks just like an ordinary stone wall. Its attack was a paralising effect like that of the Gelatinous Cube, and like the Cube it can have treasure of varying types inside it.

Comments: an intelligent monster should try to adapt itself to its environment, and looking like a wall is not a bad idea. There are other monsters which look like chests etc. which are popular with me, and I well recall the look on the face of one of my players when a door at which his character was listening suddenly collapsed on him form 1D12 damage, this monster having adapted itself to look like a door. Useful, and certainly very 'deployable'.

VOLT

by Jonathan Jones

No. appearing:	**2D12**
Armour class:	**9, but treat as AC3 to hit because of its high dexterity and probability of dodging an attack**
Movement:	**6" ('flying')**
Hit Dice:	**2D8+1**
Treasure:	**Nil**
Attack:	**1 bite (1D4) and 1 tail (2D6) – see description**
Alignment:	**Neutral**
Monstermark:	**57.5 (level IV in twelve levels)**

A Volt is a bundle of bristly hair with two bulbous eyes, small horns and a 3' long tail. It floats as though on an air cushion. It first attacks by propelling itself towards its victim's neck and bites for 1D4 damage if successful. It then locks onto the neck and cannot be detached until it is dead, or it will detach itself it its victim dies. During the time is is attached, it will bite for 1D4 each round and also lash its victim with its tail for 2D6 each round; both attacks are automatically successful when the Volt is attached – no die roll being required for a hit. The tail attack is in the form of an electric shock.

Comment: similar in behaviour to a Stirge, which I have always regarded as a very useful low-level monster (in DM terms at any rate). Being electrical in nature, it should perhaps have some resistance against electrical attacks like lightning bolts, but since it is fairly small it is unlikely to be attacked by lightning anyway. It is presumably possible, when the Volt is attached to a victim, for a mate of the victim to grasp the Volt's tail (with heavily-gloved hand!) and prevent it from attacking by these means, thus allowing someone else to hack at it and reducing the amount of automatic damage the victim takes before the beast dies. A useful and very deployable monster.

GLUEY

by Guy Shearer

No. appearing:	**1D4**
Armour class:	**3**
Movement:	**8"**
Hit Dice:	**4D8**
Treasure:	**Nil**
Attack:	**1 touch (1–3 plus special)**
Alignment:	**Lawful-evil**
Monstermark:	**28.8 (level III in twelve levels)**

Though not of the Undead class, this beast looks like a Mummy covered in glue. Its touch will stick to almost everything (except stone) and any weapon hitting it will do half damage and stick. Similarly it will stick to anyone it successfully hits. Objects (and people!) can only be unstuck by fire or boiling water. It is immune to all first-level MU spells except Magic Missile which does 3D6 damage on it. It is just as vulnerable to fire as a Mummy.

Comment: I'm not quite clear on the Monstermark for this one; if a fighter hits it with his sword, then for a start he has to realise he can't get his sword back, and then he has to find another sword. So it is really more dangerous than the Monstermark suggests. It's not often one finds boiling water down a dungeon so anyone sticking to a Gluey will have to risk his mates throwing burning oil onto him, or wait until the beast is killed and then suffer the indignity of being carted out of the dungeon with a Gluey stuck to him – quite a sight, since the Gluey will have a collection of miscellaneous weapons stuck to it. Once outside the dungeon, he may be safe but there is still the fire-or-boiling water problem to deal with. Yes, I think a lot of fun could be had with the Gluey, though players may not agree.

SQUONK

by Christopher Kinnear

No. appearing:	**1**
Armour class:	**7**
Movement:	**15"**
Hit Dice:	**2D8+1**
Treasure:	**Nil**
Attack:	**Nil**
Alignment:	**Neutral**
Monstermark:	**None (since it doesn't attack)**

The Squonk appears as a 3' high vole-like creature covered in warts and blemishes. It always covers its face with its paws and is usually crying to itself because it is so ugly. It is

Continued on page 10

THE FIEND FACTORY

Continued from page 9

completely impervious to magic. It will shy away from contact and is able to hide and move fast.

If cornered and attacked it will dissolve in tears and only characters with very high charisma will be successful in befriending it. It will be very helpful, however, if befriended – it can scout ahead with great stealth and communicate its findings to its friend in squonk language or common. Squonk tears are highly prized by alchemists. It will never assist in melee nor associate with evil deeds.

Comments: a curiosity which is more of a pet than a monster; perhaps the female D&Ders would take more to this beast than the hard-headed males, but its usefulness is in no doubt – 100% magic resistance is very useful indeed for a scout. Strange but friendly animals can often be useful in dungeon adventures, though I shudder at the memory of Bob Stuart's dog which, presumably for lack of lamp-posts in dungeons, made a dreadful mess of Greenlands until it was ejected by an angry caretaker.

EYE KILLER

by Ian Livingstone

No. appearing:	**1–4**
Armour class:	**5**
Movement:	**9"**
Hit Dice:	**4D8**
Treasure:	**Nil**
Attack:	**1 crush 1D6 plus special Death Stare**
Monstermark:	**None**

At birth, the Eye Killer is limbless and almost spherical, tapered at one end; later, it develops a bat's upper torso on a snake's body. Its stunted wings cannot support flight. It lives in dark places underground as it dislikes daylight and hates bright, naked flame. It never blinks unless confronted with light of equivalent intensity to that of three torches within a range of 1" – before such light it will try to flee but, if trapped, will not face the flames and can easily be killed.

Its more powerful attack is the dreaded Death Stare which it uses on any torch-bearer with a 5" range: the Stare cannot be reflected and those hit by it must make a saving throw as against petrification; failure means instant death.

It can also attack non-torch-bearing characters nearby by crushing with its snake's coils.

Comments: A monstermark is useless as an approximate measure in cases like this – if the saving roll is not made, death follows whatever the victim's level or number of hit points. Some may regard this beast as a bit 'heavy', and my instinct would be to place it on level VII or VIII of 12 levels.

WITHERED

by Simon Eaton

No. appearing:	**1**
Armour class:	**8**
Movement:	**1"**
Hit Dice	**1–4D8**
Treasure:	**None, or at DM's discretion**
Attack:	**Dexterity drain plus special**
Alignment:	**Neutral**
Monstermark:	**None**

This weed is usually found amongst ruined masonry, across doors or even smothering a long-forgotten treasure chest. It is dry and extensive and therefore easily burned. However the smoke it produces when burned is highly toxic – anyone suffering its effects must save against poison or die. It attacks with its fronds, and since it is usually quite large in extent (say 20' square or more) it can attack as many people simultaneously as can confront it. A frond hit drains 1–4 points of dexterity, and if a character suffers 4 dexterity points drain from a single hit he also has a nervous seizure – total collapse for 2 melee rounds followed by a further 5 melee rounds during which he attacks at -2 hit probability due to numbness, A character becomes incapacitated if his dexterity drops below 3 and dies if it drops to zero or below. Half the dexterity points lost are recovered at 1 point per day, but the remainder can only be regained by the application of Cure Disease.

Comments: as the designer points out, ingenious characters will not burn this weed but kill it with weapons and gather the remains which can be used later to produce poison gas against other monsters. I would suggest that DMs using this weed tabulate a matrix cross-referring size of weed portion with size of gas cloud produced.

WITHRA

by Don Turnbull

No. appearing:	**1D12**
Armour class:	**3**
Movement:	**12"**
Hit Dice:	**4D8**
Treasure:	**Type E sometimes, but usually it has lost it**
Attack:	**One attack 1D6 plus special**
Alignment:	**Evil/chaotic**
Monstermark:	**meaningless**

Something went dreadfully wrong in the creation of this creature, which turns out to be a sort of totally incompetent Wraith. It is indistinguishable from the normal Wraith, unless you happen to see the back of its neck, on which is stamped in small print the word 'reject' in chaotic.

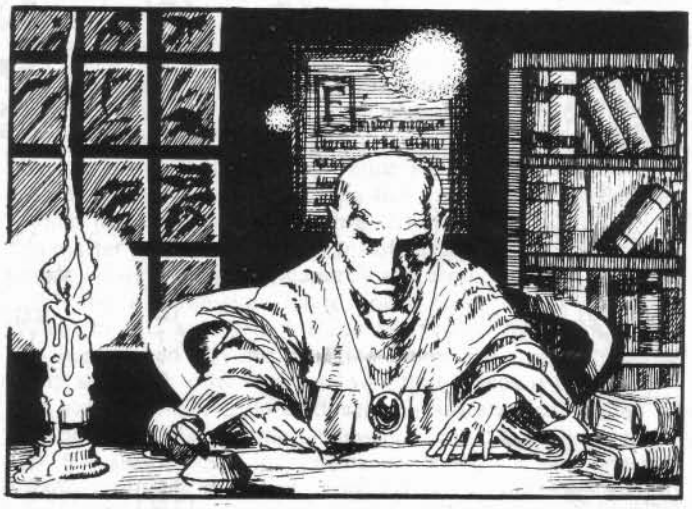
Like other Undead, it cannot be affected by Sleep, Charm or mind-reading spells (it has no mind, like other Undead, and there are other reasons too). However unlike its brothers, it is completely impervious to magical weapons and silver weapons and can only be hit by normal everyday steel. Again, unlike other Undead, it cannot be turned or dispelled by any level of Cleric – if anyone makes such an attempt, it will approach him with curiosity.

Because of its low dexterity (some would say cack-handedness) it attacks at -4 hit probability. If it ever does manage to hit, it delivers 1D6 damage but collapses dead and *raises* its victim by one experience level (double EP).

Comments: not fair to comment on one's own creation, but the idea was to create a completely incompetent Undead which actually raised its victim by a level rather than draining him. In this, as in most other things, it gets it all wrong, though I am sure it is trying hard, poor thing. Of course, monsters are touchy about letting you see the backs of their necks, so this thing is totally indistinguishable from a normal Wraith. Imagine the scene as the party meet a Withra and fight each other for the privilege of being hit by it, only to find it was a Wraith after all. . . . Obviously, DMs must roll the 'turning' attempt in the pretence that it could be turned, otherwise that gives the game away. Perhaps a trio of Wraiths could be showing a Withra around, trying to tell him how to behave in normal Wraith-like manner, when the party bumps into them? I hope someone else has some fun with this one.

This is developing into an interesting, and I hope useful, column – so keep those contributions coming in. Remember, a free issue of *White Dwarf* for any accepted monster is waiting for its designer.

LETTERS



Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Dear WD,

While I was getting round to writing to you apropos Don Turnbull's article *Monsters Mild & Malign* in *White Dwarf* 4 and 5, I see that in issue 6, you acknowledge the original presenters of these monsters previously published in various amateur magazines.

I do not say 'originators' for my point is that many of these monsters derive from science fiction and fantasy literature – one was acknowledged as such by Don though he "forgot the source".

I do not blame him for that as presumably he is not an SF expert – contrariwise I am, although not (as yet) a D&D player. I feel your readers may like to know the origins of these SF-born monsters, as this may inspire them to a fruitful search for others in the SF genre.

The sources of specific monsters in Don's article I know to be created by SF authors originally are:

The Manta (an excellent choice) is from *Omnivore* by Piers Anthony which is the first part of a trilogy; the other two *Orn* and *Ox* being also well worth reading.

The Banth, "as every schoolboy knows", is from E.R. Burrough's *Martian* series – try *Chessmen of Mars* for a delightful creature(s), the Kaldane/Rykor, a parasitic 'Head' capable of leaving its slave body and escaping down ratholes on six spidery legs! It has slight hypnotic powers (especially over Rykors). In fact if one likes multi-legged creatures (six and up) E.R. Burrough's *Mars* novels are a must.

The Kzin (plural Kzinti) are intelligent aliens (albeit carnivorous) renowned for "always attacking (humanity) before they are ready", being unreasonably belligerent. They come from Larry Niven's 'Known Space' books. *Ringworld* is the classic and features many other bizarre inventions.

The Sphex is from the novelette *Exploration Team* by the late Murray Leinster. A Hugo (the highest SF award) winner, it is available in Penguin's 'Hugo Winners'. Don rather overates it – it is the *swarm* of Sphexes attracted by the blood of one of their number that can be lethal. Therefore, if you meet one, be sure to kill it with a blunt instrument.

As I say, I hope this letter will inspire your readers to further research in a fruitful field. If ever time allows and you are interested I may survey my 3,000 plus volume collection of SF and see what I can dig up.

Yours sincerely,
Dr J.A. Gilmore, Limavady, Co.Derry.

Dear WD,

Roger Musson raised some interesting points in his article *Combat & Armour Class* in *White Dwarf* 6, but tackled the problems with the wrong approach. It's basically one of interpretation, as with many subjects. I think that the present *Greyhawk* combat rules *do* take into account most of the objections that he raised. Slight allowances have to be made to maintain a balance between playability and realism, but view the problem this way:

Instead of proposing that a character has a base maximum of 10 hit points, interpret the existing system as meaning that he has a base 100%; then an 8 point hit to a 1st level character would be 100% fatal. The same wound to a 10th level character would be only 10% of his allowance. Not because he can absorb more damage ('a man's a man for all that') but because he has effectively increased his fighting expertise and can avoid the blow to receive a flesh wound rather than a disembowelment. Let's face it, if there were enough Kobolds, even Conan would eventually be worn down – which is what the hit system portrays. The decisive blow is the one that ends the combat (that decent hack from a sword). The hit points decide how long the character will last before Roger's proposed 'fatigue effect' allows this telling blow to be struck. (O.K. If you're a lenient DM you'll allow zero hit points to be alive but seriously disabled etc.)

Roger's point of *Prone Armour Class* is perfectly sensible. The anomaly he raises of armourless, helpless characters should, however, be viewed not from the viewpoint of hits, but, as I said before, from the total percentage. What is the chance that the decisive blow would be struck in this situation? (Has nobody ever wondered how an assassin can effectively give unlimited damage with a dagger?) It is more of an assassination than a fight so the assassination tables should be used.

With this interpretation the present rules do take into account all those aspects of combat.

With regard to Roger's points on AC, I totally agree that it would be preferable to see some characters gallivanting around in loin cloths rather than the usual tin cans. The system I've developed is basically the same as Roger's. (Incidentally the avoid attack bonus is *not* a paltry +1 on dexterity over 14, but +1 per point over 14.) I allow +1 per point over 12, with an 18 being +8. Characters may wear armour but cannot exceed an AC1 equivalent without magical aid. (Armour deadens a character's dexterity but he will still be more dexterous than a lesser opponent of the same AC.) The vital difference is that a character with +7 avoid attack wearing no armour is not AC2 but AC9+7. Thus an opponent wielding a sword would need 19 to hit AC2 but only 16 to hit AC9+7, whereas one wielding a military pick would need 15 against AC2, but 17 against AC9+7. This would be *Combat Armour Class*. *Target Armour Class* would be the same unless surprised, in which case the dexterity bonus would be negated. It's not so much the target dodging missiles as the firer aiming at a fast moving target, which the target can only do if he is aware that he's about to be shot at. Lightning bolts etc, are spells and should be saved against; and saving rolls are independent of AC. If a victim is prone, then it does come down to protective covering.

So, while I agree that dexterity has been under-rated, I don't think Gary Gygax & Co. should also be under-rated. They have already incorporated most aspects into a simple, fast-moving combat system. It just depends on how you look at it.

Sincerely
Albie Fiore, London.

Dear WD,

I read the article *Combat and Armour Class* by Roger Musson with considerable dismay. It appears that the good gentleman does not know what D&D and is all about.

Dungeons & Dragons is a fantasy game, of course, and this most reasonably indicates that statements regarding "realism" in a game must go out the window. (Quite frankly, there is no game with any true realism in it, or it would be real and not a game. Folks seeking realism should go and participate in whatever the game is based on, if possible, viz. if they are looking for realism in wargames they should enlist in the military service.) It got worse thereafter.

D&D is a HEROIC fantasy game. Who can slit Conan's throat at a blow? The examples are too numerous to mention, but the point is that the game is aimed at allowing participants to create a heroic character who is not subject to some fluke. Getting killed requires a lot of (mis–)play in most cases. How does the fighter escape the dragon's breath? The same way other superheroes do – bending a link of chain or slipping into an unnoticed crevass in the rock he was chained to or whatever, i.e. the same way all other larger-than-life sword & sorcery heroes manage to avoid certain death.

In summation, most players find that the game of seeking and gaining, with the ensuing increase in character capability is the thing. Combat at best is something to be done quickly so as to get on with the fun, and IT MUST NOT BE LOADED SO AS TO GIVE PLAYERS NO CHANCE TO ESCAPE IF IT IS GOING AGAINST THEM. Neither, of course, must it be a walkover. (And Conan is usually in a shirt of mail in battle!) Enough said.

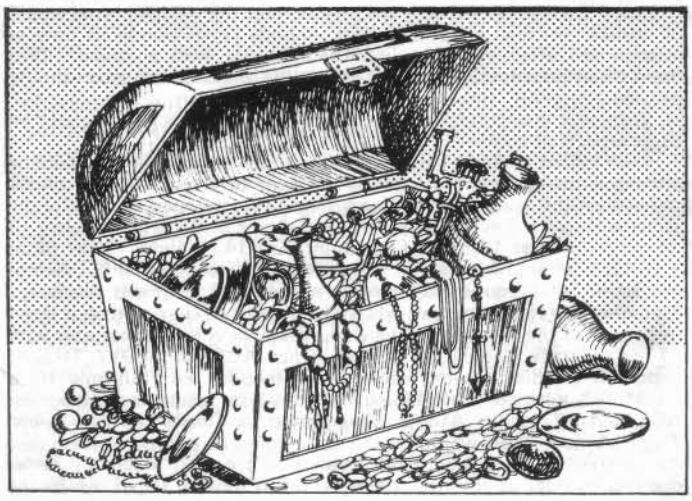
Best Wishes,
E. Gary Gygax, Lake Geneva, USA.

Dear WD,

I have a complaint to make. I feel I must pass comment on the setting up of so-called authorities on D&D. I must say that I deplore Lew Pulsipher's letter in *White Dwarf 6*. He may have GMed D&D in every State of America, every County in England, on the Moon and on Mars for all the good it has done him. He quotes these instances in an attempt to prove his 'authority' in matters regarding D&D. You will hear and read of similar cases of 'unproven authority' in most letter columns of most newspapers. Expressions such as . . . *as a ratepayer for over thirty years . . . as every right-thinking citizen will agree . . . it is patently obvious that* . . . are no more certificates of authority than Lew's claim. How many times must it be said? D&D is not bound by the dictates of any one man or group of men. Although many rules need tidying up and explaining this can be done by any GM of ordinary intelligence and there should be no need of a 'D&D Council' (comprising of Lew and Don Turnbull among others) to settle rule queries. If Bill Seligman wants to roll the dice all the time – let him – the game will not suffer one iota. And so I say to others who have received dogmatic decisions on rule queries from *anyone*. Lew almost redeems himself by refering to *'most* campaigns.' But in my opinion he will have to go a lot further than that to vindicate himself completely.

Best wishes,
Ian Waugh, Tyne and Wear.

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Carrying Capacity

by John T. Sapienza, Jr.

Fantasy role playing games are often a bit vague in their rules on encumbrance – how much a character can carry around. Here is a simple system to define who can carry how much, and an equipment list defining the weight of the most common items of equipment. Match the character's strength rating against the table below to determine what percentage of body weight that character can carry (maximum encumbrance):

03(00)	30%	05-06	55%	17-18(50)	80%
03(91-99)	35%	07-08	60%	18(51-75)	85%
03(76-90)	40%	09-12	65%	18(76-90)	90%
03(51-75)	45%	13-14	70%	18(91-99)	95%
04-03(50)	50%	15-16	75%	18(00)	100%

Multiply this percentage by the character's body weight, taken from the next table according to the character's race and gender, to determine the character's carrying capacity:

	Human	Half-Elf	Elf	Dwarf	Hobbit
Male	70 kg	65 kg	60 kg	55 kg	30 kg
Female	60 kg	55 kg	50 kg	45 kg	25 kg

Current encumbrance is the total weight of all the items the character is carrying, taken from the equipment list below (extrapolate for anything not on the list by using the figures for similar items on the list). Movement rates at different degrees of encumbrance, using a ten minute movement turn, are as follows:

01%-25% Capacity – 120m/turn	51%-75% Capacity – 60m/turn
26%-50% Capacity – 90m/turn	76–100% Capacity – 30m/turn

EQUIPMENT COST (GP) & WEIGHT (KG)

Clothing & Armour		GP
Shield	5% of Body Weight	10
Leather Armour	10% of Body Weight	15
Chainmail	20% of Body Weight	30
Plate Armour	40% of Body Weight	50

Armour includes helmet, boots, gauntlets/gloves, padding, etc.
Clothing for an unarmoured person, including such items as blouse, trousers, cloak, gloves, boots, robes, etc., weighs 5 kg.

Gold Pieces weigh 100 @ 1kg.

Containers	**Holds**	**GP**	**KG**
Small Sack	2½ kg	4 @ 1	5 @ ½
Medium Sack	5 kg	2 @ 1	3 @ ½
Large Sack	10 kg	1	2 @ ½
Giant Sack	25 kg	2	½
Moneybelt	1½ kg	3	3 @ ½
Leather Backpack	7½ kg	5	½
Potion Flask (5 doses)	½ litre	1	10 @ ½
Waterskin (1kg when full)	1 litre	1	5 @ ½
Flask of Oil	1 litre	2	1
Lantern w/Oil	½ litre	10	1½
Quiver, Small (holds 20 arrows/bolts; 5 javelins)		1	1
Quiver, Large (holds 40 arrows/bolts; 10 javelins)		2	1½

Liquids (1 litre)	**GP**	**KG**
Wine	1	1
Oil	2	1
Alcohol	5	1
Holy Water	25	1

Tools	**GP**	**KG**
Mallet	1	1
Wooden Stakes	3 @ 1	20 @ ½
Metal Spikes	12 @ 1	12 @ ½
Crowbar	3	1
Lockpick Set	10	½
Probe Pole 3m (D4)	1	1½
Hand Hook	2	1
Rope 15m	1	½
Rope Ladder 10m	10	1
Grappling Hooks	2 @ 1	2 @ 1
Fishing Line 15m	3 @ 1	2 @ ½
Metal Pitons	6 @ 1	6 @ ½
Mirror, Steel	5	½
Mirror, Silver	15	½
First Aid Kit	5	½

Weapons, Single-Handed	**GP**	**KG**
Dagger, D4	3	½
Shortsword, D6	8	1
Longsword, D8	10	1½
Mace, D6	5	2
Military Pick, D6	7	2
Morning Star, D8	6	2
Flail, D8	8	2

Weapons, Double-Handed	**GP**	**KG**
Bastard Sword, D8+1	13	2
Greatsword, D10	15	2½
Quarterstaff, D6	1	1½
Greatmace (Maul), D8	7	3
Battleaxe (Single bladed), D8+1	8	2½
Greataxe (Double bladed), D10	10	3
Pike, Lance, D8	5	2½
Pole Arms, D8	7	3
Halberd, D10	7	3

Weapons, Hand/Throwing	**GP**	**KG**
Dagger, D4	4	½
Hammer, D6	4	2
Axe (Single Bladed), D6	4	1½
Axe (Double Bladed), D6+1	5	2
Javelin, D6	1	1
Spear, D6	3	2

Weapons, Missile	**GP**	**KG**
Shortbow, D6	25	½
Longbow, D8	40	1
Horsebow (Short Composite), D6+1	40	1
Composite Bow, D10	50	1½
Stonebow, D6	15	2
Light Crossbow, D8	15	2
Heavy Crossbow, D10	25	2½
Arbalest, D12	40	3
Sling(w/stone D4; w/pellet D4+1)	2	5 @ ½
Sling Stones	50 @ 5	50 @ 1
Sling Pellets (Metal)	35 @ 5	35 @ 1
Silver Pellets	1	35 @ 1
Arrows	20 @ 5	20 @ 1
Bolts (Quarrels)	20 @ 5	20 @ 1

Miscellaneous	**GP**	**KG**
Cross, Wooden	2	½
Cross, Silver	25	1
Garlic Clove	5	20 @ ½
Belladona	10	20 @ ½
Wolfsbane	10	20 @ ½
Torches	6 @ 1	12 @ ½
Iron Rations	15	1
Standard Rations	5	1
Glass Marbles	25 @ 1	25 @ ½

The Asbury System

Part III

by Brian Asbury

Calculating the experience points awarded to a character or party for finding non-magical treasure is straightforward enough, as the treasure has a known value in gold pieces which provides the basis for the experience. However, nowhere have I ever seen a system for working out experience awarded for finding magical items. Therefore, I hope to partially remedy this matter by presenting a means of calculating the experience points values of magical weaponry and armour.

Firstly, a confession. I had hoped to extend my existing system in this article to include all magical items. However, this has proved beyond me. The range of possible magical items and their powers are so vast that it would be easier to give each item an estimated value unsystematically than to try and draw up a gigantic table which would take in the lot in one fell swoop. So, it remains restricted to weapons and armour although, as I shall explain later, it can be adapted to include other items.

The system solves the problem of "How many points is this weapon/piece of armour worth?" in the following way. Each item is allocated a base value and this figure is multiplied and added to, according to its magical properties.

Firstly, then, the tables of base values of the items covered by this system:

TABLE I – WEAPONS

Weapon	Base Value	Weapon	Base Value
Sword	150	Pole Arm	100
Dagger	50	Javelin	50
Two-handed Sword	200	Bolas	50
Battleaxe	120	Short Bow	100
Hand Axe	75	Long Bow	150
Mace	100	Composite Bow	200
Morning Star	120	Light Crossbow	100
Flail	150	Heavy Crossbow	150
War Hammer	100	Arrow/Quarrel	5
Spear	50	Sling	30
Trident	150	Staff Sling	80
Lance	100	Blowpipe	50

TABLE II–ARMOUR AND PROTECTION DEVICES

Item	Base Value	Item	Base Value
Leather Armour	75	Ring of Protection	100
Chainmail	150	Cloak of Protection	75
Plate Mail	250	Bracers of Defence	75
Small Shield	50		
Medium Shield	100		
Large Shield	150		
Helm	100		

The base values now have to be modified upwards according to whatever bonuses and/or other powers the item has. Bonuses should be dealt with first. If the item gives the user a bonus on chances to hit, on damage or on defence, or gives him a higher than natural armour class, then *multiply* the base value by the number indicated in the table below:

TABLE III – BONUS MODIFICATIONS

+1 (x 3)	Armour Class 6 (x 6)
+2 (x 6)	Armour Class 4 (x 15)
+3 (x 9)	Armour Class 2 (x 25)
+4 (x 15)	Armour Class 0 (x 35)
+5 (x 25)	

For example a +1 sword is worth 150 x 3 = 450 points base. A large +3 shield is worth 150 x 9 = 1350 points base. Bracers of defence, armour class 2 are worth 75 x 25 = 1875 points.

In the case of weapons having an additional bonus vs, specific opposition, (e.g. Sword +1, +3 vs Trolls) then the higher bonus should prevail when awarding experience.

Having adjusted for bonuses, it is now necessary to *add* on points for other powers. The bonuses for these are as follows:

TABLE IV – MODIFICATIONS FOR SPECIAL POWERS

Intelligence 7–9	+100 points
Intelligence 10–12	+200 points
Intelligence 12	+300 points
Each sword Primary Power	+100 points
Each sword Extraordinary Power	+400 points
Power resembling/equivalent to level 1 spell	+100 points
Power resembling/equivalent to level 2 spell	+225 points
Power resembling/equivalent to level 3 spell	+375 points
Power resembling/equivalent to level 4 spell	+550 points
Power resembling/equivalent to level 5 spell	+750 points
Power resembling/equivalent to level 6 spell	+950 points
Power resembling/equivalent to level 7 spell	+1225 points
Power resembling/equivalent to level 8 spell	+1500 points
Power resembling/equivalent to level 9 spell	+1800 points
Power resembling/equivalent to level 10 spell	+2200 points

Other powers can be graded as spells, as follows:
A weapon of speed or distance is level 1
Throw-and-return (e.g. dwarf hammer) is level 3
Cold or fire use is level 5
A weapon of slaying or disruption is level 6
A Holy Weapon, dancing weapon, or etherealness are level 7 powers
A weapon of sharpness is level 8
A vorpal weapon is level 9
9 steps energy draining is level 10

Let's have a few examples of this part of the Asbury System in use:

Example 1: +1 sword (+3 vs trolls) with intelligence 11, detect magic, detect gold, levitation and healing powers.

The sword's base value is 150. Multiply this by 9 for its higher (+3) bonus, add on 100 each for its two primary powers, 400 each for its two extraordinary powers and 200 for its intelligence.

The sword is worth (150 x 9) + 200 + 800 + 200 = 2550 points to the character or party finding it.

Example 2: Chainmail armour +2, giving its wearer double speed as a haste spell.

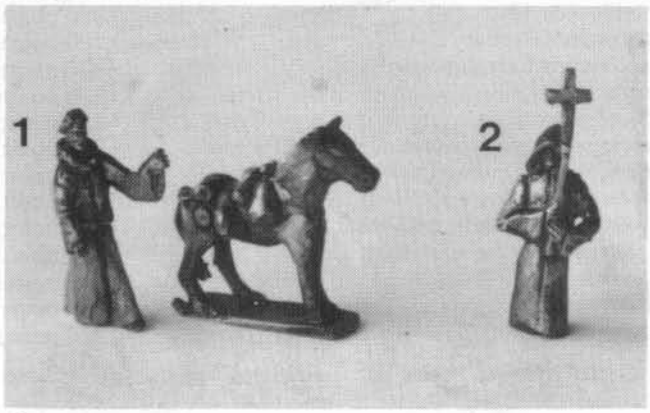
Base value for chainmail is 150. Multiply this by 6 for its bonus and add on 375 as Haste is a 3rd level spell.

The armour is worth (150 x 6) + 375 = 1275 points to its finders.

Notes

1. Whether the points scored for the item are divided equally among the party or awarded only to the individual finder is entirely up to the DM. I personally divide it, although I sometimes award a bonus if a player has struggled exceptionally hard to obtain it.
2. For duff or cursed items, only the *base value* of the item should be awarded in experience points.
3. If the party fail to identify the item found, but know that it is magical, only the *base value* of the item should be awarded. If they later discover its true nature, then the balance of its points value should be awarded.
4. Although details are only given here for calculating experience points values for weapons, armour and protection devices, in theory it could be adapted to work out the value of any magical item. All you have to do is allocate the item an arbitrary base value, grade its powers as a spell, and add the two together. *Example:* A silver Horn of Valhalla. Estimating its base value as 300 and its powers as being equivalent to at least a double-strength Monster Summoning II spell, its points value to its finders is 300+ (550 x 2) = 1400 points.
5. The values generated by this system can also be used as a basis for finding the values of items as treasure, i.e. in gold pieces. I suggest that items being sold by players on the open market should fetch twice the experience value in gold pieces. On the other hand, players trying to *buy* such items on the open market should be made to fork out anything between five and ten times their points value in gold depending upon how rare or common magic is in your particular universe.

Next time I'll wind up this series by dealing with experience to be gained for specialist abilities.



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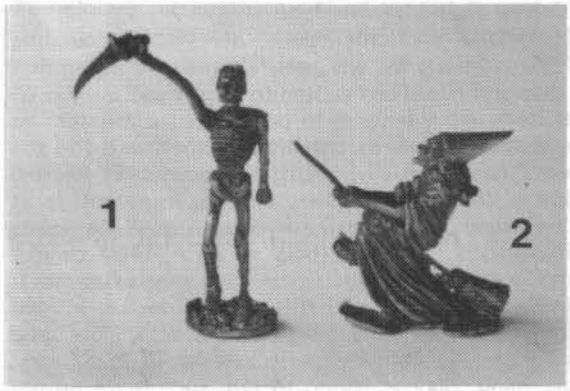

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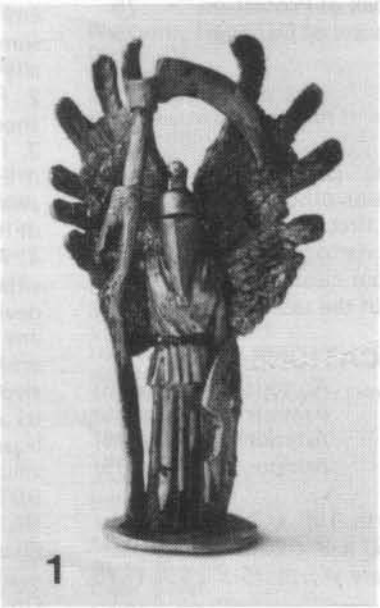
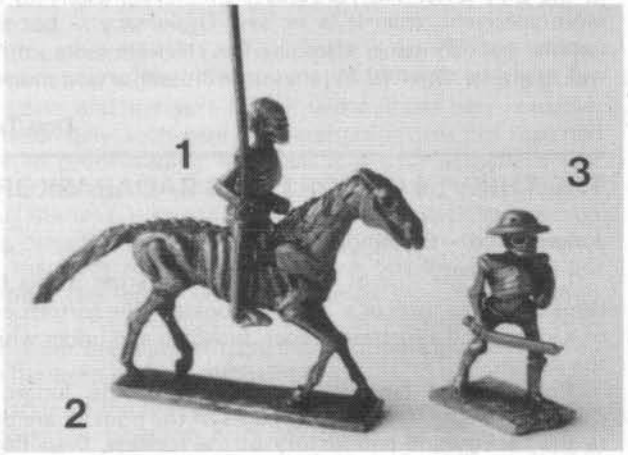
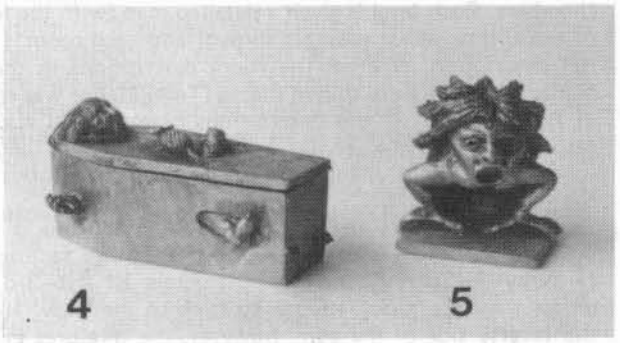


Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets below after the title of the individual figures.

G





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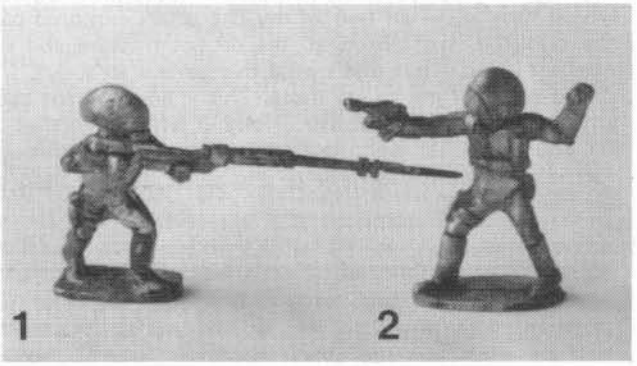


Minot's Miniature Armoury
A 1 Unhooded Monk with Pack Mule (TT51)
2 Abbot with large cross (TT46)

Oracle Miniatures
B 1 Stone Giant hurling stone (OR10)

Wargames Publications
C 1 Ghoul attacking (MA1)
2 Witch on broomstick (MA5)

Archive Miniatures
D 1 Texican Space Rangers (2045)
2 Frinx in power armour (2040)

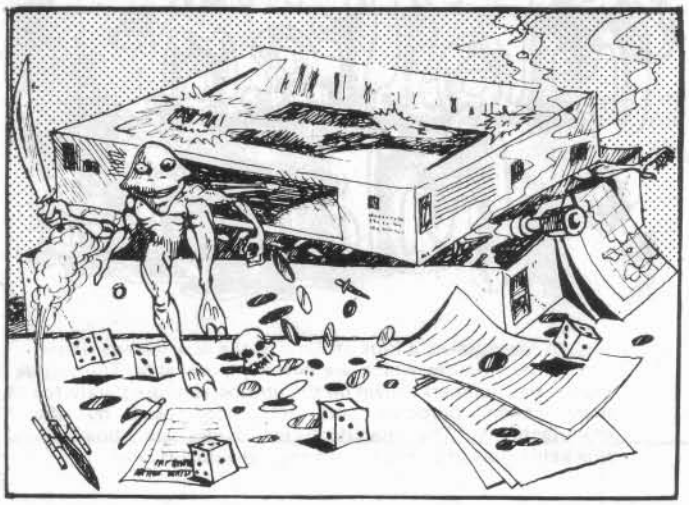
Asgard Miniatures
E 1 Trimote with sword, shield and axe (T4)
2 Trimote in plate armour (T5)

Ral Partha
F 1 Angel of Death (ES19)
2 Large Hill Troll (ES10)
3 Barbarian Hero (ES9)
4 Beowulf (ES16)
5 Patriarch (ES6)
6 Mummy (ES20)

Miniature Figurines
G 1 Skeleton Rider with spear (VFW67)
2 Skeleton Horse (VFWH1)
3 Skeleton with sword (VFW56)
4 Giant Man trapped in coffin with rats (VFWM5)
5 Shouting Head walking on arms (VFW99)

Greenwood & Ball
H 1 Armoured Trooper advancing (ST17)
2 Trooper Captain with pistol (ST18)

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

THE WARLORD GAME

Robert Williams Games – £8.95

First, let me point out that this game is in no way connected to the British game *Warlord* invented by Mike Hayes and reviewed in *White Dwarf 1*.

The Warlord Game is of American manufacture and is a boxed game with a coloured hard mapboard, as opposed to the paper maps which are so common nowadays. There are more than 1000 coloured die-cut unit counters, most square representing troops, some hexagonal representing terrain features which can be placed on the hexagonal map in the appropriate places. Quality of presentation is good though the unit counters are a bit thin (and I would be surprised to hear of a game in which more than about two-thirds of them were used).

The game is intended to combine role-playing with traditional wargame techniques. From two to six players can take part and each player starts by controlling one of 33 fiefs in Medieval Germany. The Knight unit counter is intended to represent the player himself, while each Knight controls two foot-soldier counters. As the players occupy new fiefs, conquer those fiefs which initially start in the hands of the church or defeat opponents and wrest control of their fiefs from them, so new units are gained and the Knight becomes, successively, a Duke, a King and finally an Emperor.

Each move represents a season of the year, with different events in each season. Roads, castles and other terrain features are constructed, new troops are raised and combat takes place (but there is no fighting in winter). The Hand of Fate is ever-present and your Knight could end up being sent on a Crusade or in search of the Holy Grail, having to take part in a Tournament or simply dying of Plague. Money (in the form of gold, silver, pigs, sacks of wheat, etc) plays an important part – though it is not clear why so many units of currency were included since they are interchangeable; presumably this was intended to add colour, whereas in fact it adds unit counters to an already sizeable collection.

The winner is the player who holds a majority (17) of fiefs for one year, though the win can be quicker if 18 or more fiefs are gained. Clearly diplomacy, too, will play a major part.

This is quite an attractive game and could be fun with 4 players or more, though rather dull with two. It has a number of things in common with the SPI A Mighty Fortress, at least in the play-style. The role-play element is unlikely to be any more successful than it is in, say, Diplomacy – but that's a popular enough game, after all. The rules are quite simple and will easily be digested by anyone with wargaming experience.

Don Turnbull

THE THIEVES OF FORTRESS BADABASKOR

Judges Guild – £1.99

Latest in the line of Judges Guild materials is this fantasy game-aid in the form of a 32-page booklet. The fortress consists of a village and a fortress proper, in which and under which lies the dungeon.

For dungeon fans, this is the best of the Judges Guild products to date. The first few pages of the booklet are devoted to the background and history of the fortress, the village and its occupants. The rest – 20 pages – is wholly devoted to the dungeon, and it is on this that I will concentrate comment.

There are five dungeon levels with a total of 82 rooms/chambers. Each level is given a detailed map (with the location of traps, pits, secret passages shown) and each room is given a full description. Whereas the room descriptions in the Tegel Manor dungeon were thin in places (Tegel Manor was reviewed in *White Dwarf 3*) the descriptions here are full enough to satisfy the most discerning. At times the English language is used rather strangely, and there are a few misprints, but overall the standard is high.

As the designers say in the introduction, this is quite a powerful dungeon with many different strong factions. It is certainly no playground for characters of 1st–3rd levels, unless they are lucky enough to stick to the 'easy' areas. On the reverse side of the coin, however, the treasures in certain places are very rich indeed – in fact in terms of cash (as opposed to magical items) perhaps they are too rich. As luck would have it, when two of my characters explored parts of the dungeon, we missed all the decent treasure and darned near got killed – but that's what this game is all about.

No need for me to say more. This is an excellent package, and particularly inexpensive – buy it without further delay! (If you are a DM wanting to take your players through the fortress dungeon, best arrange the game quickly before they get their copies).

Don Turnbull

BIFROST Volume 1

Skytrex – £2.95

Yet another set of rules for a fantasy role-playing game, but this time with a difference – these are the first, I believe, from a UK source. Volume 1 is subtitled *Faerie* and is the first of three volumes which are scheduled to appear over a six-month period.

This volume contains sections on Setting up the game, Game content and Sequence of Action, Choice of characters, individual abilities, Alignment, Gods and the Hand of Fate, Social position, Prices and equipment, Map movement and symbols, Fatigue, Disease and illness, Incident locations, Morale and reactions, Weather, Progression and advancement. The other two booklets will deal with other essential elements like Combat, Magic, Treasure and Creatures.

The first thing apparent, therefore, is that the game cannot be played without all three volumes – a marked disadvantage if the three volumes are not all published at the same time. This review must therefore be a little guarded, for I am forced to assume, first that the other two volumes will appear as promised, and second that they will be of the same quality as this one. Neither would it surprise me if sales of volume 1 were

poor until such time as volumes 2 and 3 are available; why, I wonder, did the publishers issue them in this curious fashion? – if they want to judge, on the basis of sales of volume 1, whether it would be worth their while to produce volumes 2 and 3, they are certain to get an unfavourable forecast, it seems to me.

With the exception of one bad aspect to which I will return, the presentation is good. The booklet is 10" x 8" with a glossy colour cover and the text is well laid out and very readable.

Unfortunately such care in presentation was not matched by care in proof-reading – indeed it is easy to believe that there was no proof-reading at all. There are many printer's errors in the text – two in 5mm bold banner type in a section heading, which must have been obvious even to a cursory glance; there are too many to list here, but though some are not critical (the error can be corrected by common sense) others are – for example the price of warhorses has been omitted from the relevant table and a formula concerning trap evasion has been omitted altogether.

The style of the text and the depth of the rules are strongly reminiscent of table-top wargame rules. The authors clearly have experience in that genre and as a result the rules are remarkably free from ambiguity; there are few sections which I needed to read twice because of lack of clarity, confusing misprints apart.

Everything is explained in adequate depth – sometimes considerable depth, for the rules are quite complex – but points are not laboured and I found little need to flip back through the pages to remind myself of the meaning of some new definition or obscure term. As an example of the depth of complexity, a character's abilities (characteristics in D&D) are twenty-fold – ten physical abilities such as strength, constitution, sight, hearing and the like, and ten mental abilities including memory, intellect, inspiration and instinct. All these abilities play important parts in a character's 'life' (though naturally the effects of some abilities will not appear until volumes 2 and 3 since they bear on combat, magic etc.)

There must, I'm afraid (for I am a patriot at heart), be little chance of this game obtaining a following in its own right. Not only is D&D so established that competitors like C&S, EPT etc. have failed to usurp it, but Bifrost is at present incomplete – no matter what its quality, it can't hope to compete until all three volumes are available. The question is whether Bifrost contains a significant enough amount of useful material which can be grafted onto D&D – for assuredly this will be the objective of most purchasers. In my own opinion (and DMs will vary in their opinions, of course) there are a number of sections of Bifrost which could be incorporated into D&D to the latter's benefit since they either fill gaps not covered in the D&D rules at all or provide a better explanation (or game system) for a particular aspect than does D&D. I found the Alignment section perhaps the best of all. Alignments are on the good/evil and law/chaos scales but not only are the gradations between the extremes well defined and categorised – they are also related in a very meaningful way to Morale and Reactions – another excellent and complementary section in which reaction types are clearly delineated. In both these sections I found a better explanation of the game-meanings of the various terms and aspects than in any other source.

The Gods section is better on this subject than I have found elsewhere. Other references (in D&D itself, for instance) are so vague and indecisive that many DMs will probably ignore celestial influences in D&D altogether. This section convinced me of the value of including such influences and gave me good material on which to base them.

The Disease and Illness section is particularly tantalising. It appears to deal with this topic far better than any other source, but the errors and omissions are so confusing that the intent of the authors is elusive. Apparently this section regulates such misfortunes of life very well, though a certain amount of additional record-keeping on the DM's part is required.

(It should be mentioned that volume 1, at least, is mainly concerned with wilderness adventuring, though most of the material is adaptable for dungeon use).

On the whole, the printer's errors apart and ignoring the odd publishing policy, this is an impressive production and I look forward to seeing volumes 2 and 3 when they appear. Generally speaking, the game system requires more record-keeping and more die-rolling by the DM than in D&D, but the extra work is more than justified by the additional potential play-value. If it were complete, I would commend Bifrost to D&D and fantasy fans as a useful addition to their libraries, but as it stands I suspect most enthusiasts will want to retain their cash until there is a complete set available. A promising start but the publishers should perhaps have had more confidence in their authors and should have been less slap-happy in the production – there is no excuse at all for such obvious errors.

Don Turnbull

LORDS AND WIZARDS

Fantasy Games Unlimited – £7.95

The basic concept of this game is straightforward enough. Each player is represented by either a Lord or a Wizard or both and, by hiring or finding helpers (ranging from Human light infantry at one end of the scale to Golden Dragons at the other), tries to take over the world. These 'leaders' are aligned toward Law, Chaos or Neutrality, each having both advantages and disadvantages. The two directly opposed alignments are reasonably balanced although the slow speed of Ents tends to make Law more defensive, as perhaps it should be. Neutrality on the other hand has not only the disadvantage of its main non-human force but also suffers from having nothing to compare with the dragons likely to be opposing them.

Having decided which alignment you will play, a dice is thrown to determine from which point your kingdom must try to expand. In the majority of cases the starting points are fairly evenly balanced (although everyone will doubtless have their own favourites), but beware the group with Osgarth as its capital.

The next step is to deal out a Legend to each city (and ruin) on the map and it is a player's luck with these that may well swing the game. Each player looks at the Legends dealt for his own city(s) to see what he owns, if anything. Legends come in three types – Myths, Monsters and Magic. The first are fairy tales and totally useless; the second are just what they say and, except in cities you already own (where presumably they have been killed), can be very dangerous; the third is also exactly what it says but varies tremendously in scope and power. Magic can only be used by a leader and only then if he is of the correct alignment. However, even if armed with a usable and powerful magic item as, for example, the Chaotic Horn of Kill, victory is not certain. This item has two chances in three of eliminating enemy units but may backfire – in this world magic items have only an even chance of working perfectly and a one in six chance of turning its power against the user and his force. This limitation is sensible. Unfortunately the balance in magic item power is uneven which rather spoils things and I recommend that all items be usable by all alignments.

Finally your current financial status (which depends on whether your Leader is a Lord or a Wizard), is noted and you are ready to start play by hiring combat units.

The abilities of the various combat units are designated in the normal attack, defence, movement form and each has a price (sometimes at variance with its true value). When buying your initial army consideration must be given to attrition and upkeep (both of which occur) and to your future income which is determined by the number and type of cities and villages that will be owned when taxes are collected (these being increased considerably by any Leader willing to risk rebellion). With your army on the board you must then decide strategy. In addition to holding what you own you must attempt to expand. This may be done indirectly by attempting to strengthen your forces by 'finding' helpers or directly either by attacking the enemy or by trying to conquer unowned

Continued on page 18

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Continued from page 17

cities in the hope of obtaining not only additional taxes but also useful magic items.

Helpers are special units such as Dragons, Giants, Trolls etc., and are found by a Leader unit who is in the appropriate type of terrain (and of the right alignment) by throwing a dice instead of moving. On a roll of one or two he is successful and the appropriate unit joins his forces thereafter being subject to upkeep and attrition in the same way as others.

Taking an unowned city can be a perilous business for each has its own army and, generally speaking, the more taxes it would generate for you the more powerful will be the defending forces. Then there is the city's Legend and if this is a monster it will help defending forces. These monsters are usually fairly weak.

The game also contains rules for Leaders, castles, scouts, bargaining, missile fire, desertion, treachery, bribery, capture, siege, blockade, weather and the creation of magic items. Many of these are excellent ideas.

Lords and Wizards is a game for 2 to 12 players and it is clear that a lot of work has gone into the game. Given this it seems a pity that the sides are not more evenly balanced.

The game comes in a zip-lock pack and consists of a map which is good as regards design and clarity but is of unwieldy size; two sheets of counters of which there is a constant shortage; a seventy-two page book of rules which I found somewhat vague and contradictory in parts; a time/money record card; and finally a three card set of tables.

If you buy this game, and there is enough good in it to make this a reasonable decision, I would recommend that the 'phase reference sheet' on the rear cover of the rules be taken as the correct order of play.

Fred Hemmings

GOOD POINTS	BAD POINTS
Setting	Lack of Balance
Detail	Lack of Counters
Design	Lack of Care
OVERALL: 6	

THE SORCERER'S CAVE

Philmar – £5.00

True to the family games tradition, the packaging of The Sorcerer's Cave is a bright and professional job which is almost guaranteed to make you want to look inside. The artwork used on the game components is of a similar high standard.

The game is made up of a set of large cards depicting the tunnels, chambers and so on; a set of smaller cards containing complete information on characters, monsters, traps etc; rules booklet; counters and playing pieces. The idea is that each player selects his party of characters who are going to explore the cave complex. The large cards are placed in a central position face down and players draw from the deck, building up the cave as the game progresses and moving the pieces through the complex. The great beauty of this, of course, is that each time the game is played the cave will be different. Whenever chambers turn up, they generally contain nasties or treasure or sometimes both. A player is offered a choice of immediate withdrawal from the chamber, combat or an approach to any nasty to see whether it is hostile, friendly or indifferent to the party. Movement to deeper levels is possible with the likelihood increasing of more and stronger monsters appearing as each level is explored. Player interaction tends to be minimal which is a bit of a disappointment. On the other hand, it is quite difficult to get your party out of the cave alive anyway which is the whole point of the game but, a large element of luck exists.

Optional rules include Zombies which are created when any creature dies and immediately try to stop any living party exiting the cave. The rules tend to be woolly in places but the publisher has included a question and answer appendix which helps to clarify most points. Average playing time would be about an hour for the basic game. Various scenario suggestions have been included at the back of the rules for players who want to devise a more complex game.

As a family game, for the hour or two playing-with-the-kids-type market The Sorcerer's Cave works, and works well, but real Fantasy buffs will be disappointed by its simplicity when compared to D&D and the like. However, with a little imagination, who knows?

Ian Livingstone

COSMIC ENCOUNTER

Eon Products – £7.25

. . . So I was Virus and he was Macron. I had three bases already, put four into the challenge, created a forcefield and played the thirty – then he zapped me playing eighteen, so, on defender's advantage, I hit the warp . . .

The above is an example from an actual game and if you think it sounds complicated then you'd be wrong. This game is simple to learn and yet at the same time is so full of good ideas and potential player skill.

The basic game equipment (which is beautifully produced) consists of five large cardboard hexagons, four of which show identical solar systems whilst the fifth (around which the other four are arranged), is the warp. In addition each player has a different coloured disc to represent his sun and twenty smaller ones indicating his forces. A further twelve sun-sized discs (three of each colour) make up what is known as the destiny pile. Then there is a pack of Compromise cards (I do not want to fight), Attack cards (I do want to fight), and Edicts (which are specials e.g., Cosmic Zap which deprives the opponent of his power). Lastly, there are the Aliens whose special powers dictate a player's mode of play. Starting with the two already mentioned, *Virus* has the power to multiply in attack and *Macrons* are giants whose power is four times normal. Some of the others are the *Philanthropist* who gives people cards he doesn't want, the *Seeker* whose questions must be answered truthfully and the *Zombie* whose pieces never go to warp (this being the fate of others who lose a fight).

Each player divides his pieces among the planets of his solar system and receives seven cards from the pack (all of which must be used before he can get more). The destiny pile is cut to see who starts, then shuffled and placed face down. The top disc is turned over and its colour shows who the first player must attack. This is carried out with one to four of his forces against whichever of the defender's planets he chooses. Both attacker and defender may call for allies after which both play a card. Assuming that no-one wishes to play an Edict at this point the cards are then turned up. Unless the players' special powers dictate otherwise, the highest card total plus pieces wins the conflict and the commited forces of the losing side in the challenge are consigned to the warp. If successful, the player may decide to make a second attack and, if he does turns over the next disc in the destiny pile. However, after a second attack, win or lose, his turn ends. Five bases outside your own solar system wins you the game.

In addition to the basic game there are two expansion kits available separately, each containing pieces (including a solar system) for an additional player and a further ten aliens. With both expansion kits this gives thirty-five different aliens and, if my calculations are correct, a total of about 1,620,000 different games! Add to this the alternate method of play whereby players do not reveal their alien power at the start of the game and there is enough potential for anyone. What makes this game is the aliens – they vary from good to excellent and so does the game.

Fred Hemmings

GOOD POINTS	BAD POINTS
Idea	Limited winning objective
Design	
Artwork	
Equipment	
OVERALL: 8	

KALGAR

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Lair of the DEMON QUEEN

A difficult but rewarding section of the **Greenlands Dungeon**

by Don Turnbull

The entrances to the Lair are marked A on the diagram below. Not far from the entrances to the section, the passages straddle four identical rooms. These are marked B. Each has no door but has an arrow slit at each end through which missile weapons and the like may be fired at passers-by. These rooms may be inhabited by guardians of the Queen's lair – say evil elves which fire arrows at an intruding party. My choice of occupant, however, was the Disenchanter (one in each room). This is one of Roger Musson's creations and has the purpose of keeping magic low while not injuring player-characters. It is AC5, 5D8, 12" move, 1–2 appearing and its attack is special. It is able to drain magic from magical items by using its long snout rather like a vacuum cleaner attachment which, in this setting, it sticks out through the arrow slits. Dead Disenchanters are teleported out and replaced by whatever power it is that runs this section.

The passages then go their separate ways, leading finally into opposite ends of the same large hall of white marble, marked C. This hall has a high (30') ceiling and is illuminated by five magical torches in stands, as shown on the diagram. These torches have unusual properties; they will not light anything else (so oil thrown at them would not burn, for instance) and will extinguish if removed from their holders (which are 6' high, fixed to the floor and made of stone), relighting automatically when replaced. Two of the stone stands are hollow and contain treasure. In my case the treasure was in the form of scrolls, but gems would fit comfortably, as indeed would any small guardians like poisonous spiders, DNA monster etc.

There is an altar of black marble in the centre of the hall; fixed to its top surface are two wooden candlesticks (no candles) in the positions shown. Black drapes cover the west wall. Behind them, steel plates initially close the four 5' openings.

A large statue dominates the hall from its position at the centre of the east wall and immediately over-standing the altar. Behind it, the secret door is concealed by its bulk and cannot be seen unless the statue is moved. The statue is a clerical figure in a black robe, with outstretched arms and standing 20' high. In place of the statue's head there is a large skull, partially hidden by the hood; each eye is a ruby worth 400GP. At this stage, anyone touching the statue, including the rubies, is given a 2D10 electrical shock (in the form of an electrical arc, so there is no advantage in insulating one's hand – the touch merely sets off the arc).

As soon as any character crosses either threshhold, the statue speaks in benign tones:–

"Come in – come in – you are quite safe so long as you don't touch me. Gather here, in front of the altar where I can see you and I will tell you some of my little secrets. Do not be afraid – I mean no harm".

The Magic Mouth spell which causes the statue to speak has a repetition device so that the statue repeats this message from time to time until there are six characters standing in the shaded area to the west of the altar; the weight of these people shuts off the first Magic Mouth spell and starts a second, after a short pause:–

"Good. Now let me tell you something you will find useful and interesting. I know why you are here, and I do sympathise, but there is a lot of treasure to be found and I must not make it too easy for you. I will say what I have say once, and once only. Listen to it carefully, for afterwards I will be silent."

The second Magic Mouth spell comes to an end and a third takes over. The statue speaks the following lines slowly and clearly:–

"In pause of time beyond these words I speak to thee
Ponder them clear, for short is time to be
Ere meeting with the coiled ones on another plane.
But though ye may abhor this meeting I arrange,
Vantage must lie in that encounter strange
Lest gold and silver treasure which ye seek would fain
Be far beyond thy might combined to me displace.
Rotate the wheel near that which spits thy face
And then the power is thine to move my bulk aside."

A short pause, then the statue continues with the second verse:–

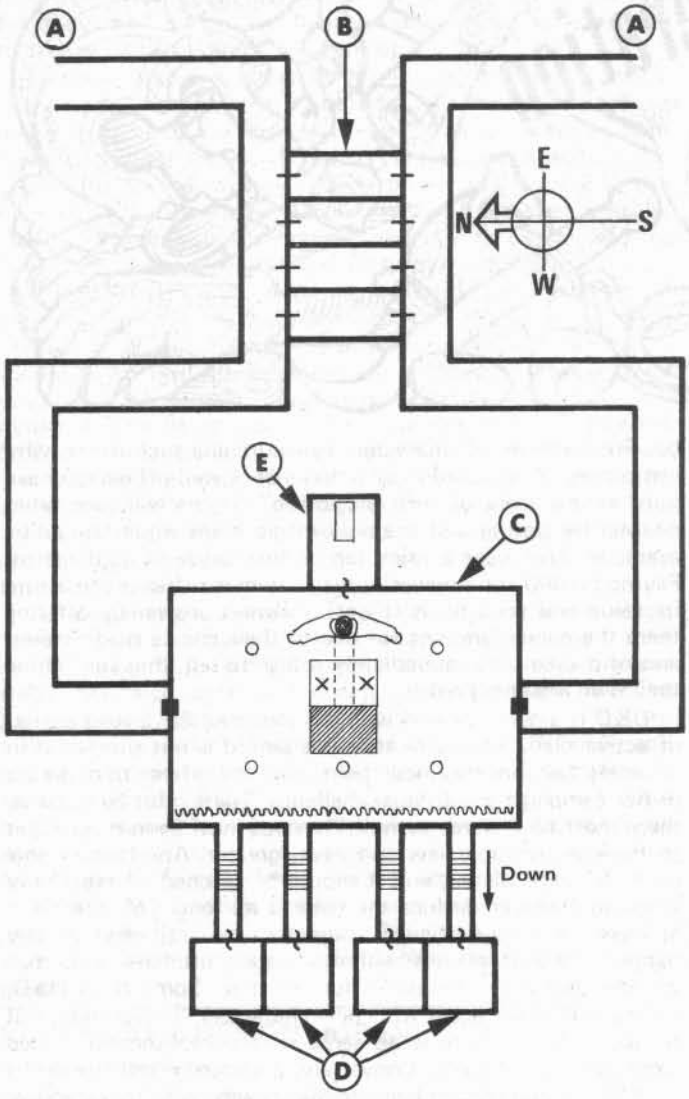
"Pursuit of jewel treasure drives thee on to take
My seeing means, but shocks thee will awake
Lest dexter member occident approach. Prefer
Ye steel which bars the way behind removed? Then take
Sinister member in like way, but quake
For feeding off man's soul the guardian slaves deter.
Beyond these wretches hide the forms of mortal man
Living in death, but guarded from them can
The reader of parchment neath the southern hide.

(I hope the reader will discover the meaning of this doggerel from the description which follows! It is – if they can remember it and sort out what it means, an accurate series of clues as to the actions the party should take. Incidentally, the reference in the last line, referring to the *'hide'* in one of the southern torch-holders, accounts for my inclusion in that location of a Scroll of Protection against Undead. Pretty obvious, really, when you sort out the deliberately flowery language, but you have time to read it – they could only listen).

Despite what the statue said in the second Magic Mouth spell, the statue repeats the verses after a short pause; then another pause, then another repetition of the whole thing. However on the last line of the third reading the floor in the hatched area in front of the altar turns instantaneously to dust and anyone standing on that part of the floor falls a short distance (no risk of damage) into a shallow pool a few feet below. The floor will also turn to dust at an earlier time if, at any time after the beginning of the first reading, fewer than six characters are standing on that part of the floor; the collapsing of the floor will coincide with the ending of the third Magic Mouth spell. So if anyone takes fright (perhaps at the mention of *'coiled ones'*?) the rest of the party are put in additional danger since they not only get a premature meeting with whatever is in the pool but also lose the advantage of the repetition of the verses.

My choice of monster for the under-floor pool was a Water Naga, but a Giant Snake would do if a Naga was felt to be too powerful. Water Nagas are AC5, 7–8D8, move 9"/18", 1–4 appearing and in addition to their poisonous bite doing 1–4 damage, they are able to employ magic spells of 5th level ability (except fire). I ruled that the Naga got surprise in the first melee round, though it would not be able to use a spell. In the second melee round after the characters have arrived from above, the Water Naga was reinforced by a second which attacked from the mouth of a narrow tunnel (3'6" square) leading under the altar. This tunnel is dark and has water about 18" deep along it (the same depth as the water in the pool); it leads under the statue where it widens out into a small cave. High on the east wall of the cave, just under the floor of the main hall, is a dial, and below it a control wheel. The dial is

graduated from 120 to 400 in intervals of 20 and turning the control wheel will move the pointer, initially at 400. This indicates the number of strength points required to move the statue aside — the only way of revealing the secret door in the east wall of the hall.



Key:

= arrow slit
= door
= secret door
= torches on stands
= candlesticks
= drapes

So, to return to the poem, a short time after the statue ends the verses, the party is due to meet *'the coiled ones on another plane'* — below. But if they are to get into the room marked E (and let's for a moment assume there are riches in there) they must shove the statue aside and to do so must bring its bulk down in some magical way — by the control wheel. 120 strength points should not be beyond the combined resources of any party getting into this sort of dangerous spot.

As an added incentive, of course, some treasure can be put in the small cave under the statue — I didn't, but then there was a great deal to be gained elsewhere in the area. Anyway, the verse becomes clear — to get at the treasure the wheel had to be turned near *'that which spits thy face'* (so it has to be a snake of some kind) in order that the statue can be pushed aside. Let's hope they realise the meaning of the numbers of the dial, and their relation to the last line of the first verse.

And so to the second verse. If they want the jewels (in the eyes) they must somehow avoid the *'shocks'* by doing something peculiar with the *'dexter member'*, whatever that is. If they touch the candlesticks (before and after the statue recites the verse, for preference, though after will do) they will realise that the candlesticks were firmly fixed to the alter surface before the floor collapsed but are free to move, rather like beer pump handles, afterwards. Thus *'dexter member'* (the right hand of the two candlesticks as they face the statue) must approach the occident, i.e. be pulled towards the west, or towards a character as he stands facing the statue. There is the slight problem that there is now no floor on which he can stand to do this, but to create a platform of some sort over the pit which has opened up should not be beyond the resourcefulness of the party.

So that part is all clear — they can move the statue to gain access to the secret door, and they can get at the rubies in safety, for pulling the right candlestick towards the west of the hall *'switches off'* the statue. Both candlesticks have two positions — the initial vertical position and the displaced (beer pump handle) position, and both effects are reversible.

The party could ignore the left (north) candlestick, but let's assume they don't before leaving this room. The verse says, in effect:— 'Do you want to remove the steel shutters on the west wall? Very well, you do this by pulling the left candlestick in the same way as you pulled the right. But be careful — there are guardians of that sector which *feed off mens' souls,* and beyond them lie some Undead creatures. You can deal with the latter with the Scroll which you will find in a hiding place in the southern part of the hall'.

If the left candlestick is pulled, the steel shutters slide up into the ceiling, revealing (when the drapes are pulled aside) four narrow passages each of which goes down a few steps to tombs behind secret doors beyond. When the shutters slide up, the guardians of the tombs emerge from the passages and attack. I chose Soul Feeds (invented by Nocolai Shapero) as the guardians — one in each passage. These are non-corporeal beasts which, when they hit, drain one point from each characteristic of the victim except charisma, the effect lasting 2—12 days. They are 3D8+1, AC6, move 12" and 2D12 appear. If constitution is reduced to zero, the victim dies and cannot be revived; if strength is reduced to zero, the victim dies but can be revived by Raise Dead Fully (which only has the effect of Raise Dead); if intelligence is reduced below 3 the victim cannot attack or defend, and if reduced to zero the victim suffers amnesia for 11—20 days; if dexterity is reduced below 3 missile weapons may not be used, and if reduced to zero victim has 50% chance of hitting himself during melee: if wisdom is reduced to zero, it simply remains at zero. They are affected only by magical weapons and attack once per round.

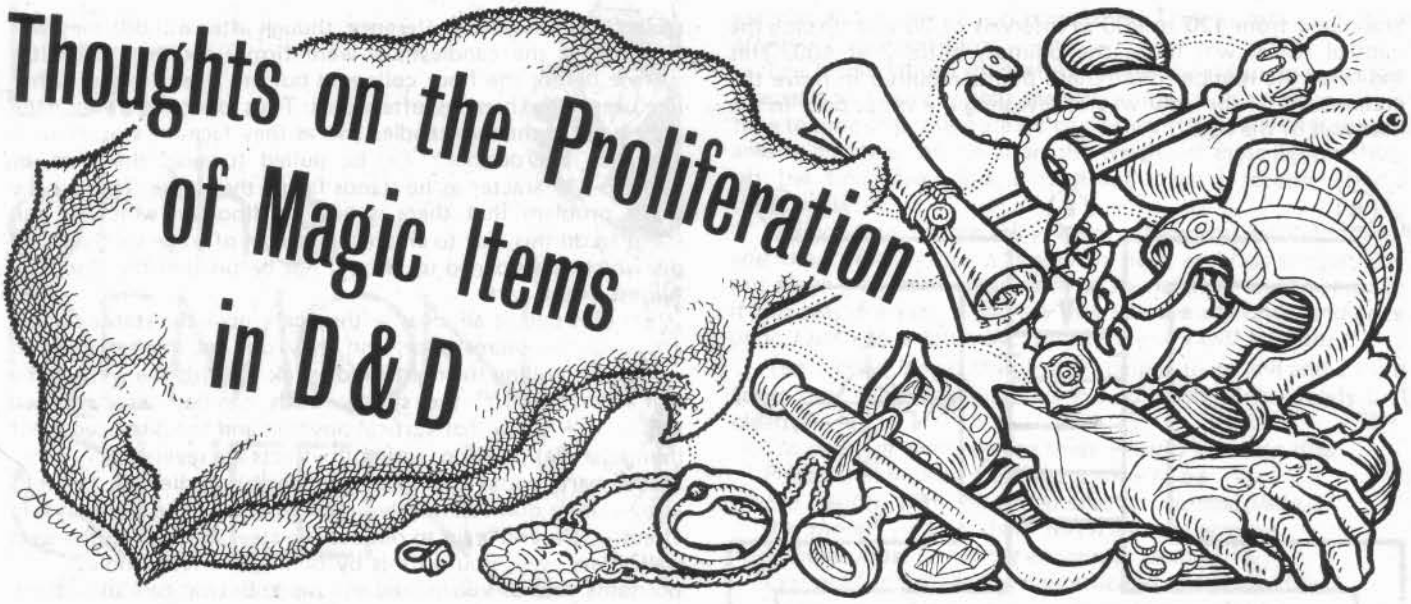
Clearly, other guardians — less or more powerful — could be used, though thought will have to be given to 'balance' — balancing these beasts with the Undead and the treasure in the tombs beyond.

The tombs, marked D, can be designed to suit the taste of the DM. Each will contain a member of the Undead class and some treasure. In my case the Undead were pretty powerful but the treasure in the tombs was excellent and contained a number of useful magical items. In particular, I left a few scrolls around with Cure Serious Wounds spells — the least I could do in the circumstances. The richest pickings of the area, however are reserved for room E behind the secret door to the east and concealed by the statue. This room is furnished as a sumptuous feminine bedroom — the inner boudoire of the 'Queen' herself. The large bed by the east wall contained a sleeping woman who awakens slowly when the door is opened. She rises langourously, gets out of bed and screams as she approaches the party . . . . .

The Demon Queen is in fact a Banshee — the creation of Tom Wright. It is AC5, 4D8, 9" move, 1 appearing. It attacks with a bite each round doing 1D8 damage if successful. It looks like a weird green woman with long hair, vacant eyes and a screaming mouth. It is 50% magic resistant, cannot be slept, charmed etc. (in this respect like Undead), cannot be turned and can only be hit by magical weapons. It can become invisible (though the one I made into the Queen couldn't). Its scream causes all those near it to save against fear (-2 on saving rolls)

Continued on page 23

Thoughts on the Proliferation of Magic Items in D&D



by Gary Gygax

In a recent letter from the worthy proprietors of Games Workshop, I was generously invited to write an article for *White Dwarf.* Now once upon a time (some of my favourite childhood words) it was possible for me to author a considerable number of articles and stories for various and sundry game hobby magazines. As my involvement in the business of gaming has increased, however, my "free" time has magically decreased. I find that there is almost no time for such persuits as playing games or writing for enjoyment and recreation. (For those hobbyists who think otherwise, be advised that running a game company might not be quite what you imagine.) At this time I am in the process of drafting the third (Dungeon Master's) book of the ADVANCED DUNGEONS & DRAGONS series and doing some playing aid materials for eventual publication by TSR, viz. maps and explanatory material for the continent and city of *Greyhawk.* If any of these works are late you will now know upon whom the blame rests, for I could not resist taking just a few minutes of time away from those projects to dash off a minor epistle on D&D. Something has been bothering me of late; the proliferation of magic items in some campaigns, and the encouragement of this "magic on the cheap" by some of the hobby publications.

First and foremost no magic items should ever be for sale in a D&D campaign! Never? Well, almost never. Let's leave the qualifiers for a bit later on and get to the basics first. Magic items are the weight factors in the game. They can be the balance, they can overbalance. They are also the "plums" in the pie. Players immediately recognize the desirability of these items and evidence a strong wish to acquire as many as possible. They do so to assure character survival, but secretly hope for character dominance as well – either by the sheer power of the items or by employment of magic therein to defeat and loot encountered monsters and rise in level accordingly. The game does not envision any easy access to magic items, and the introduction of magic shops where players can purchase such is anethma. It will immediately overbalance the campaign, although this fact might not be discerned by the DM until later – usually too late to decide to change course and save the campaign. Characters who are walking magic department stores will have risen to astronomical levels of experience, nothing will be a match for them, and their interest in play will have been lost, for who enjoys a stale game with no challenge? What is obtained cheaply soon becomes dull. When the ultimate has been obtained, what incentive is there for further involvement?

Can just a few potions, a scroll or two, and a few magic arrows be all that destructive to a campaign? Certainly. That is if these items are regularly available. Think of how deadly a few elven archers with potions of *heroism* and +1 arrows could be. Furthermore, if characters can purchase such items, why not others? And couldn't any reasonably well-off person have purchased a store of such magic too? Players will sometimes counter by stating that the only magic items which should be available must bear a price tag of thousands of gold pieces. Paying 50,000 for a powerful magic item is sufficient to assure its value and scarsity, is it not? I always answer by offering them the named amount for one of their choice magic items, and of course they immediately refuse to sell, thus squelching their own argument nicely.

D&D is a game system which is designed for a long period of active play. To assure that this period is not shortened in untimely fashion, it is incumbent upon the referee to make his or her campaign a continual challenge. There must be hazards, there must be rewards as well. Rewards must be in proportion to the risk, possibly less and never greater. An ultimate goal exists for each player, and it should be reached (if ever) only when that player decides the fame is no longer of interest – at least for that particular character. In fact, what usually happens is that players will reach such ultimate goals too quickly and lose interest in further play. Some drop D&D, others will begin again with new characters. Things must not be too easy, or there is no sense of accomplishment gained from playing the game. Conversely, a campaign must never be so difficult that players become discouraged with the hopelessness of never being able to have a character who can survive long enough to actively associate with. Therefore, magic items must not be made available by the DM as goods to be purchased over the counter for gold, no matter what the amount.

The difficulty of a particular campaign can modify the prohibition against "free" magic items somewhat. A DM with a very dangerous dungeon might wish to introduce a "family treasure" for his beginning player characters. This could be a +1 magic arrow, a *healing* potion, or even some item that is not a "one-shot" – a +1 magic dagger or a +1 shield. A better alternative, however, is to give such items out to player characters who take service for an adventure or two with some relatively powerful non-player character in the campaign. This character will then "lend" them the use of certain items during their period of service, and charge a fee as well – typically a better magic item than the one loaned and used. Note that this is recommended *only* for very hazardous dungeons.

Rather than putting extra magic items into the campaign, the superior DM will be plotting ways to remove them as players rise in level and begin to acquire numbers of enchanted weapons and devices. Although existing D&D tables of magic are weighted towards the "one-shot" and "ringer" items, there is no doubt that the better players will eventually amass quite a hoard of goodies. In order to maintain balance and retain challenge in the campaign the resourceful referee will set up traps for players, traps where characters will be captured and stripped of magic items or ransomed for them. He or she will

also use care in determining if devices survive various attacks when the character fails a saving throw. Fireballs and sudden falls can account for quite a few destroyed magic items. This allows the players to retain their characters in most cases, and that is really the meaningful part of the game. It also tends towards increasing the level of expertise in playing the game. Finally, it gives the players fresh incentive to continue playing, for they will always be desirous of finding something to replace what "wear and tear" has lost.

Another ploy is the high level non-player character magic-user, cleric, fighter, thief, whatever who has a very choice magic item he or she is willing to trade away for other items (note the plural there). If a player character has managed to amass a store of weapons and devices, the good DM will attempt to assure that most of these are done away with by trade – the long-sought *ring of spell storing* can be had for only a pittance, say the *wand of fire balls,* the *ring of invisibility,* and the *ESP medallion*. After all, the spells the ring stores are *very* high level . . . As this same high level NPC is probably the one whom players' characters must come to in order to get special help, resurrections, etc., he or she will have already acquired a fair collection of magic items in payment for services rendered. The items received in trade should then assure the NPC of remaining sufficiently strong to discourage players from attempting a coup to capture the treasure he or she holds. When this NPC becomes exceedingly well-off, he or she "removes" from the area, never to be seen again, and a new one comes into play; a non-player character without so tempting a hoard.

So the next time you hear someone talking about magic items for sale in a campaign I am hopeful that you will set the matter straight. In order to make D&D an interesting and viable campaign game of the ongoing sort, rewards must be true achievements merited by excellence of play, not dross available for coin. Problems and puzzles, challenge and accomplishment, imagination and the virtually unattainable are the stuff of D&D. To give away what is rare, to sell what should be earned, is to destroy the whole system. Tantalization and partial fulfillment are the order of the day, and when a prized item, long-sought, is finally acquired, how sweet it is. Magic items, like love, must be won. Thus speaks an unreformable romantic. Take my word for it rather than having a campaign spoiled with cheap goods.

LAIR OF THE DEMON QUEEN

continued from page 21

every melee round; if a character doesn't save, he doesn't flee but lies on the ground shrieking and generally incapacitated while it bites him. The creature also has one other dreadful characteristic – until it has killed someone, it cannot be harmed in any way (since it appears traditionally as a precursor of death – there's a time paradox resolved?). If it kills someone who regenerates, and is then killed itself, there is a chance it, too, will regenerate.

So whatever happens, at least one person in the party will die before the Banshee can be killed, and the necessity to save against fear every melee round probably means the death of a few others as well.

The treasure (in a box under the bed) was of course very rich. In my room there were coins, gems and jewellery worth a total of 8,300 GP and two very powerful magical items – a Ring of Three Wishes (full, untarnished wishes, of course) and a Rod of Rulership. When added to the treasure elsewhere in this area, the total GP value was 13,700 and there were three scrolls, a Potion of Heroism, a good book and a dozen other pretty good magical items (plus a crocked sword just to add spice).

I do not, of course, commend this area as suitable for low-level parties. I should have though a party needed around ten characters of mixed type with total experience level of 70 or above to tackle it. And if they are to make much sense of the poem, there need to be some quite intelligent players. However, if you never get to meet the Demon Queen, count yourself lucky . . . . . .

a new dungeon for

On a wet April morning, Games Workshop hired *Renta Crowd* for the opening of its new premises at 1 Dalling Road, Hammersmith, London W6.

As can be seen, many people turned up to take advantage of the special opening day offers. The bargain of the day was undoubtedly one copy of Empire of the Petal Throne which sold for £1.00 to a very patient Phil Mannion who queued outside for 17 hours! There were also six boxed D&D sets to be had at 50p each and their fate had been decided seven hours before opening with the arrival in the queue of Oliver MacDonald, David Coast, John Pope, Jonathan Barrett, Stephen Nigel and Peter Coles. When the doors finally opened there were over 100 people waiting to see the new shop which stocks all known SF/F games and over 1,000 different 25 and 54mm SF/F figures. What a day.

WHITE DWARF QUESTIONNAIRE

Last issue mention was briefly made of a questionnaire regarding the content of *White Dwarf*. As it was not practical for us to have this printed separately, would you please use the form below or copy or photocopy, and return it to *White Dwarf, 1 Dalling Road, Hammersmith, London W6* to arrive before *1st July 1978*.

1. *Give marks out of ten for the following regular features:*
   (a) The Fiend Factory ☐
   (b) Treasure Chest ☐
   (c) Open Box ☐
   (d) Molten Magic ☐
   (e) Kalgar ☐
2. *Answer* YES *or* NO *to the following questions:*
   (a) Would you like a regular published mini-dungeon? . . . . . .
   (b) Would you like more articles on science fiction role-playing games? . . . . . .
   (c) Would you like more articles on SF/F board games? . . . . . .
   (d) Would you like articles on SF/F table-top games? . . . . . .
   (e) Would you like to read SF/F fiction? . . . . . .
   (f) Do you find the advertisements useful? . . . . . .
3. *Get rid of your pent-up frustration!*
   I think White Dwarf could be improved by . . . . . .
   . . . . . .
   . . . . . .
   . . . . . .
   . . . . . (continue on separate sheet if necessary)

Next issue we will publish the results of this survey so that you can see what problems we have trying to keep you all happy!

Next issue:

White Dwarf 8 will be bursting at the seams with new features as well as the regular ones. In conjunction with Miniature Figurines Ltd we are proud to announce the start of the story of *The Valley of the Four Winds.* Also there will be a very useful article on how to make your own monsters. Last, but not least, will be an article entitled *Foresters* which is a character class from the forthcoming Chivalry & Sorcery sourcebook.

- **Valley of the Four Winds**
- **Do-It-Yourself Monsters**
- **Foresters**
- **Fiend Factory**
- **Treasure Chest**
- **Molten Magic**
- **Open Box**

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All Classified Advertisements must be pre-paid. Copy and payment should be sent to WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Fanzines, Newsletters, Rulebooks and other printed game accessories, Hanway Print Centre will print and/or mail quickly and economically. Enquiries to Rod Rivers, 106 Essex Road, London N1 (Tel: 01-226 6868).

Wanted: NFB 20; Strategic Review 1, 2, 4, 6; Trollcrusher 1-7; Underworld Oracle 1,2. Write to Mr P. Jefferies, 2 Broomhill Park Road, Southborough, Tunbridge Wells, Kent.

D&D Society offers membership and six issues of a newsletter for £1.00. Write to Clive Wardley, 5B Tudor Parade, London Road, Hounslow, Middlesex.

Games Workshop require an enthusiastic person aged over 20 to become a trainee manager/administrator for their new shop and offices. Knowledge of SF/F games essential and artistic ability and/or financial knowledge preferable. Please send your application to: The Manager, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

D&D London
Players and DMs needed for new club starting up in Hammersmith at an alcohol refreshment centre only yards away from Games Workshop. Meetings are to be held every other Sunday in the month. More details from GW on 01-741 3445 (daytime).

Science Fiction Foundation
You are invited to contribute to a survey investigating SF readership. Please send your name and address plus a brief description (if possible) of your local shop to: Steve Edgell, c/o Science Fiction Foundation, North-East London Polytechnic, Longbridge Road, Dagenham, Essex.

Gen Con XI
Everybody is planning to come to Gen Con XI from 17th-20th August at the University of Wisconsin, Parkside Campus, Racine, Wisconsin. How about you?

Postal Fantasy
More players wanted for a postal fantasy campaign. A hybrid of Midgard, D&D, C&S and others. Knowledge of rules unnecessary. Costs postage only. Contact Graham Buckell, 341 Croydon Road, Wallington, Surrey SM6 7PD (Tel: 01-647 9917).

Origins 78
The fourth annual national wargaming convention will be held on 14th, 15th and 16th July 1978 at the University of Michigan, North Campus, Ann Arbour, Michigan, USA.

D&D Munich
Players wanted for campaign in or around the Munich area. Contact B. Armbruster, Klingsorstrasse 10, 8 Munchen 81, W. Deutschland (Tel: 089 91-19-18).

D&D Stoke-on-Trent
Lonely D&D player seeks same in Stoke-on-Trent area. Would also like to play in postal games and would appreciate postal rules for D&D from anyone. Contact Colin Hand, 5 Harpfield Road, Trent-Vale, Stoke-on-Trent (Tel: 0782 23331).

D&D Dunstable
Opponents needed for D&D and Middle Earth wargaming. Anybody interested please contact Richard Hubbard, 35 Winfield Street, Dunstable, Bedfordshire.

D&D London
All SF/F games, especially D&D, can be played every Saturday from 11.00 am - 8.00 pm at the Interaction Community Centre, Talacre Open Space, off Prince of Wales Road, Camden.

D&D West Sussex
D&D Players/Campaigners wanted for games in and around West Sussex. Please contact Dave Swain, 1 Birch Drive, Billingshurst, Sussex. (Tel: 040 381 2299).

Wargame Weekend 78
The International Conflict Simulation Group are sponsoring this year's major European wargames convention on 24-25th June at Waterloo in Belgium. Cheap accommodation has been arranged and most aspects of the gaming/SF hobby will be covered. For information contact: David Mantripp, Chaussee de Lasne 59, B-1330 Rixensart, Belgium (Tel: 02/653 19 24).

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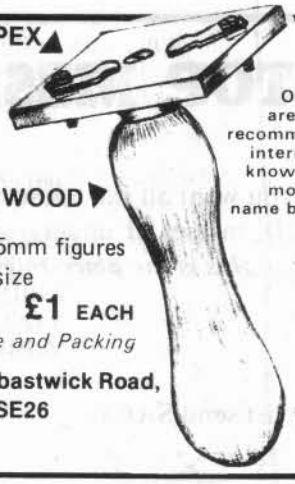

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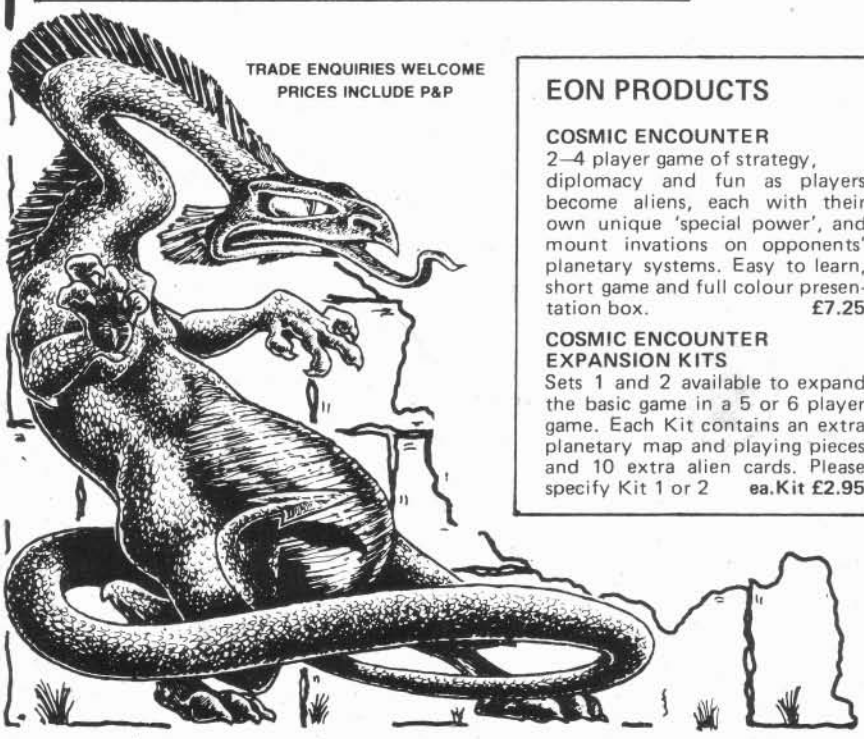

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